No.1 FOR PLAYSTATION® 2

PSM2

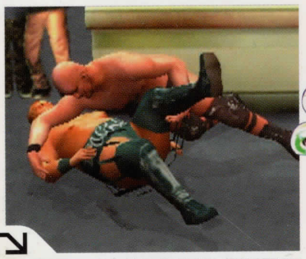
NEW GAMES!

FINAL FANTASY 10

CG-STACKED! The world's best-looking game rated!

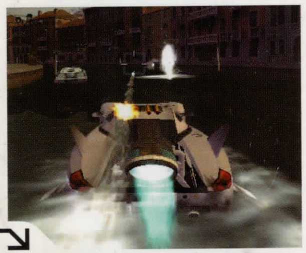
SSX TRICKY

THRILL-PACKED! New shots and trick details.



WWF SMACKDOWN!

ROCK-BACKED! We explain the features that matter.



SPY HUNTER

ACTION SLACKS! The old boy's back – full review!

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BURNOUT

The game that leaves GT3 standing.
See it first!

TONY HAWK'S 3

Pushed to breaking point – this winter's must-play game.

PLUS:

Shaun Palmer's Pro Snowboarder
ESPN X Games Skateboarding
AirBlade

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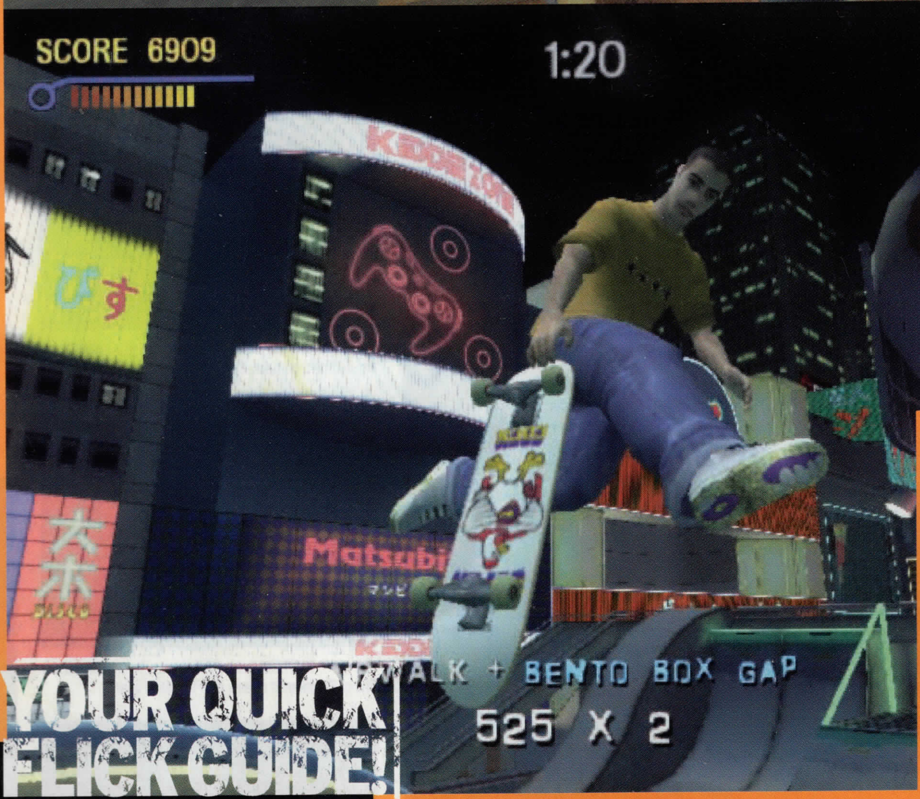
NEW GAMES!

EVERY PLAYSTATION 2 GAME IN THIS ISSUE OF PSM2

PSM2 COVER GAME! PG14



PLUS: BURNOUT
Don't miss our coverage of Christmas' big arcade racer. Read about it on pg24, then see it shift on your free DVD!

YOUR QUICK FLICK GUIDE!

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Airblade	40	Coming Soon
Burnout	24	Cover Game
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What PSM2 stands for...
If you're reading this, you, like us, clearly give a damn about the little details. It's that level of detail which PSM2 is all about. We want to show you what it's like to feel the rain on the screen in *Metal Gear Solid 2*, watch the sun set on your village in *Dark Cloud*, and floor an Audi TT around central London in *The Getaway*. PSM2's all about cracking 268 in *Tekken Bowl*, getting a review score totally *right*, staying up too late and the brilliance of THAT blue light. It's your fat-free guide to the Emotion Engine experience.

What PSM2 isn't about, is piss-poor, seen-it-before features on girls 'n' games or game violence. It's not about *those Japs* being mad or D-list celebrities playing some random title. Instead, we'll cut out the usual clichéd trash and get on with the stuff that matters to PS2 people.

We know more than anyone else about PS2 and PS2 gaming, and all the journalists that write for the magazine are the most informed and passionately honest game fans you'll meet. PSM2 plays longer, harder, faster than any other mag. You won't be bored for a second.

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IT'S THE MAGAZINE THAT DOESN'T LIKE TO STAND STILL - NEW PRICE, NEW-LOOK DVD, THE BEST NEW GAMES.

It's been a bit of a full-on month. An astonishing array of action-packed titles – from the extreme sports highs of *Tony Hawk's Pro Skater 3*, *AirBlade*, *ESPN X Games Skateboarding* and *Shaun Palmer's Pro Snowboarder*, to the punishing chassis-busting energy of *Burnout* – make it into the magazine and onto the DVD. Plus, we give all UK PSM2 readers a free game rack. All for our new regular price of £3.49. You've bought into an unbeatable package, and you won't be disappointed.

PSM2 prides itself on being an opinion-rich magazine – our previews and news aren't just regurgitated press releases. We'll tell you exactly how the games feel to play, rather than what software companies want you to hear. This month we've been burning the midnight oil to bring you the first hands-on verdict of *Tony Hawk's 3*. Dan's thumbs are bruised beyond belief. But he's happy.

Our reviews also set the standard for others to follow. You've got to read our judgement on *Final Fantasy 10*. It's the best-looking game you've ever seen, but can copious amounts of CG make up for any deficiencies at its core? This is the magazine that'll tell you all you need to know. **PSM2**

Marcus

Marcus Hawkins Editor
marcus.hawkins@futurenet.co.uk

IN A NUTSHELL

PSM2 is...
... intelligent, enthusiastic, comprehensive, escapist, entertaining. Japanese savvy, it's written and read by committed gamers and is passionately honest about PlayStation 2. It also likes to make its readers laugh out loud.

PSM2 is...
... the place to come for the quirky and non-mainstream side of PlayStation 2, as well as the big name games. It knows as much about *Baki the Grappler* as it does about *Tekken Tag* – if you read PSM2 you *will* know more.

PLAYSTATION® 2 MAGAZINE
PSM2

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PLAYING PS2 LONGER, HARDER, FASTER
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WELCO
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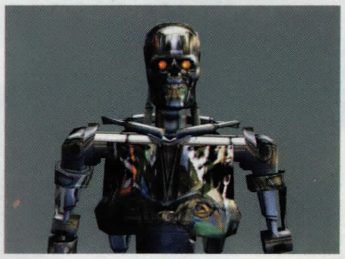
1220
COVER GAME
TONY HAWK'S PRO SKATER 3

PAGE 14 TONY HAWK'S PRO SKATER 3

Since it barrelled into the office, there's been no time to eat or sleep. Sharp graphics, slick handling and sick tricks. It's the game you'll sell your kidneys to play – we tell you why, with the first in-depth hands-on verdict.

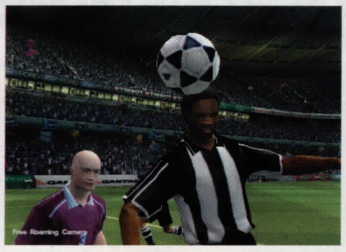


TERMINATOR .... **PAGE 32**

He said he'd be back. First info and shots revealed.

HALF-LIFE .... **PAGE 50**

One of the biggest names in FPSs, taken apart.



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AIRBLADE .... **PAGE 40**

It's less bovver with a hover. First hands-on verdict.

SSX TRICKY .... **PAGE 30**

We've played it 'til we turned blue. Get our reactions.

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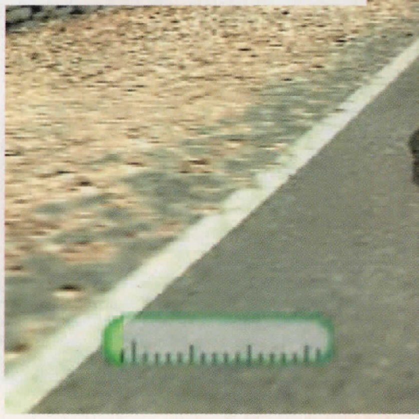
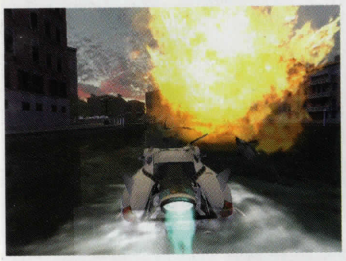
Lovely ladies built like men? Joel loves 'em!

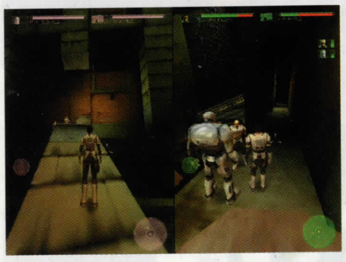


"THE MOST VISUALLY OUTSTANDING TITLE EVER" FINAL FANTASY 10 - PG80

FINAL FANTASY 10 .... **PAGE 80**
The most emotional journey you'll take with your PS2.



SPY HUNTER .... **PAGE 64**
Big review of the classic reworking that's promised loads.



PROJECT EDEN .... **PAGE 68**
Get our verdict on the thinking man's shooter.

12 ON YOUR DVD

NEW DEMOS
WORLD EXCLUSIVE!
AIRBLADE

There's a smart mix of top quality game demos, tips and more on this month's packed DVD – slip it into your PS2, sit back with a copy of the mag and escape into the world of PlayStation 2

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We've discovered that it's not perfect in every way, but Square's epic *will* blow you away with its visuals...

104 GRAN TURISMO 3

We currently get more letters about this game than any other. It's captivated a nation – let us give you some tips...

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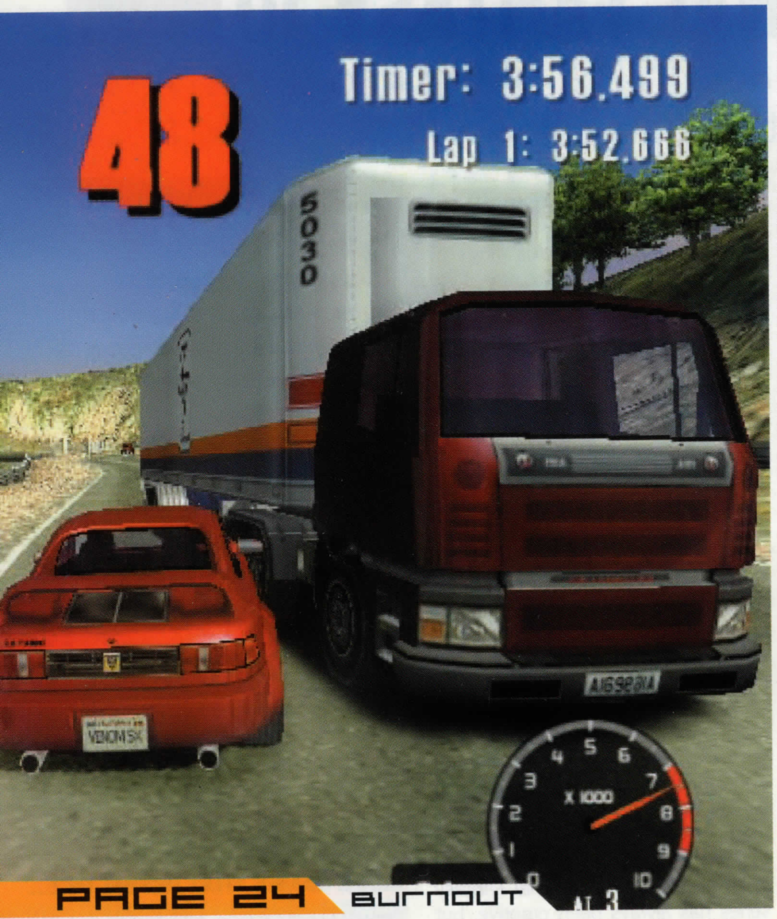
2 A DVD RACK TO STORE YOUR GAMES IN!

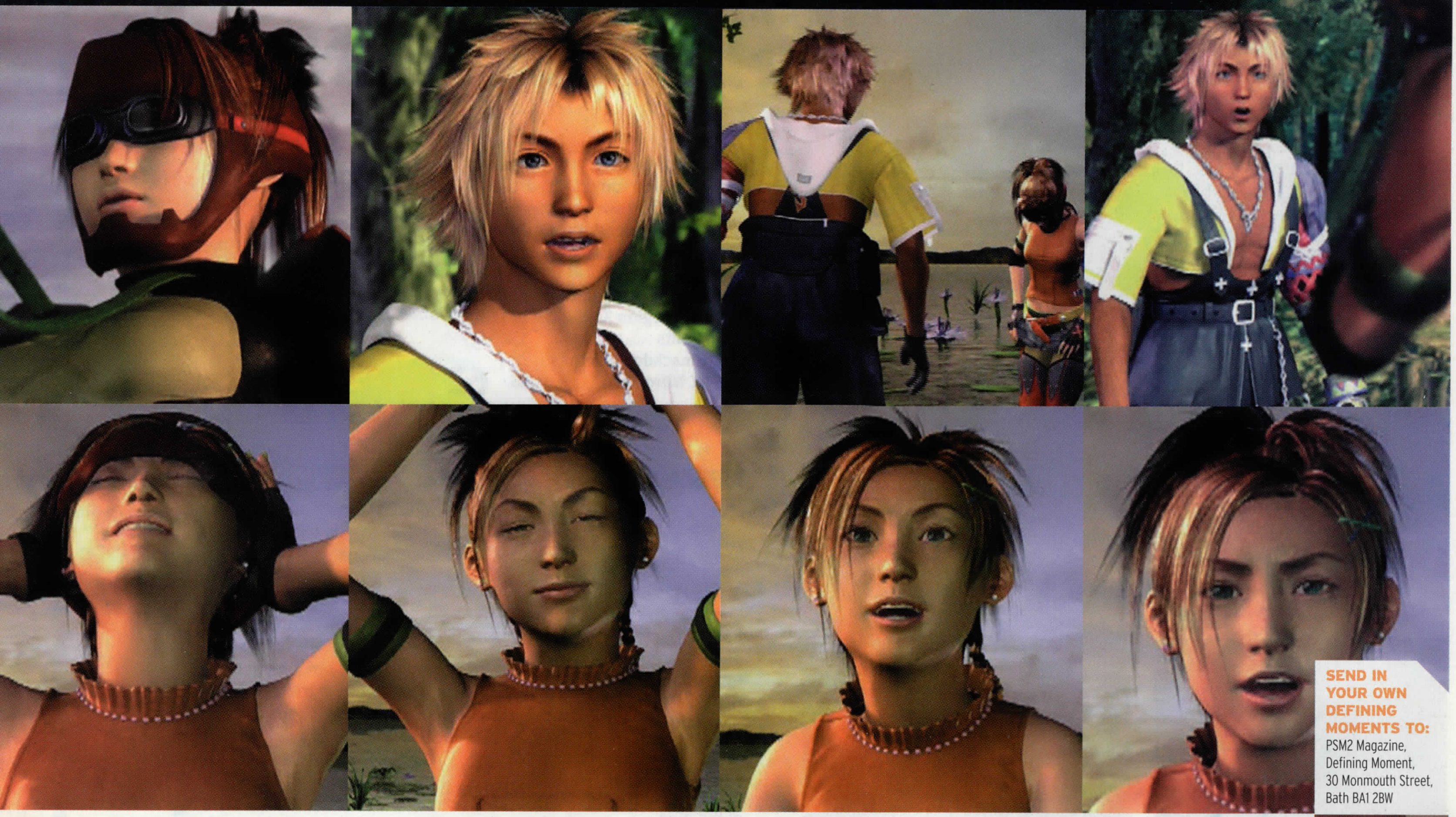
ISSUE #14
"EXTREME ACTION SPECIAL"
There's never been a month where so many exhilarating games have rattled PSM2's doors. The cream of extreme sports and the most extreme racer yet on PS2 - all fighting for your attention.



PAGE 24 BURNOUT
Blinding speed, fearsome collisions – even *GT3* can't deliver this sheer rush. Read about it, then experience it on this issue's DVD.

DEFINING MOMENT

THAT SPARK OF GENIUS THAT CAN ONLY BE PS2...



SEND IN YOUR OWN DEFINING MOMENTS TO:
PSM2 Magazine,
Defining Moment,
30 Monmouth Street,
Bath BA1 2BW

#14 TAKING IN THE BRILLIANCE OF THE CG CLIPS THAT PUNCTUATE FINAL FANTASY 10

Sales going orbital, a gaming public in awe and PSM2 crying into our keyboards about how wondrously detailed this game is.

Name	Daniel Dawkins
Age	26
Occupation	Staff Writer, PSM2 Magazine

Should we really be that bothered about well rendered cut-scenes? Surely gameplay is the all important factor here?

Yep, you're right. Good looks aren't everything. Many an attractive game has played like a complete dog and left us spitting bile. But when stunning visuals come packaged with excellent gameplay, you can't help but sit up, take note and thank your dear old ma for giving birth to you.

We knew this game was going to be spectacularly beautiful, but had no idea just how detailed the animations would be until we started slicing up key scenes into single screenshots.

Why, what showed up on them?

Well, if you cast your eyes across the 14 pages of coverage we've given *FF10* this issue, you'll see just how adept Square's coders are at making things not only look gorgeous, but *convincing* at the same time. What they don't show is the full range of emotions that flicker across any of the central characters' faces during the CG-driven cut-scenes.

Take a sequence of shots from these and it's almost as if you've created a flick book of the human heart. Confusion, anger, realisation, bitterness, joy... you can't help but get drawn into the lives on screen.

It's not a case of decent AI – the actions of Tidus and friends are completely governed by your pad strokes – but that doesn't matter. Pick up any good book and you'll have no control over the characters therein – that doesn't mean you don't get caught up in what's happening.

We've talked a lot about Sony's commitment to its Emotion Engine and experienced a fair share of excitement and despair playing games running through it. But this is the first time that we've been treated to the whole gambit from A to Z within just one title. Yes, the *Final Fantasy* series has always been emotive, but this latest instalment takes those feelings to an entirely new level. **PSM2**

> **"WE KNEW THIS GAME WOULD BE SPECTACULARLY BEAUTIFUL, BUT HAD NO IDEA JUST HOW DETAILED THE ANIMATIONS WOULD BE"**

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- #02 **THE METAL GEAR SOLID 2 TRAILER**
- #03 **WHEN YOU WANDER OFF-PISTE IN SSX**
- #04 **SEEING THE DETAIL IN GRAN TURISMO 3**
- #05 **THE THIRD PLACE**
- #06 **PLAYING METAL GEAR SOLID 2**
- #07 **HANDS-ON WITH STAR WARS: STARFIGHTER**
- #08 **THE LIVING, BREATHING EMOTIONS OF ONIMUSHA: WARLORDS**
- #09 **GORILLAZ ON MTV MUSIC GENERATOR 2**
- #10 **GETTING TO GRIPS WITH THE NTSC GT3**
  Racing victory's never been as hard or as sweet as this.
- #11 **NETSCAPE RUNNING ON PS2**
  Going global as Sony reveal their on-line set-up.
- #12 **FIRST LOOK AT TEKKEN 4**
  Taking hand-to-hand combat one kick further.
- #13 **EXPERIENCING GT3 IN BROADCAST MODE**
  Big bucks, but the rewards are out of this world.

DON'T MISS

MORE GAMES THAT DEFINE PS2...

TONY HAWK'S PRO SKATER 3 pg14
BURNOUT pg24

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TREASURE
SWING!
FREAK OUT
YOU WILL

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LETTERS

THE LOUDEST VOICES IN THE PLAYSTATION 2 UNIVERSE

STAR LETTER

"ANYONE WORRIED ABOUT THE FUTURE OF PS2 WILL PLAY THIS AND RELAX"

GAME
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FREE PS2 GAME!
From now on, each issue will see the author of the Star Letter being lucky enough to receive the PS2 game of their choice from those beautiful people at Game. Simply tag which game you'd like to the bottom of your letter and, if you're lucky, Game will be sending you a copy to your door. We're too good to you people. Now get writing...

Dear PSM2

GT3, eh? It actually feels like you're driving! It sounds absurd but you can feel the tyres gripping the road. You can feel the point where they're on the edge of losing their grip and about to slide out. I had to take a metaphorical step back and analyse what was happening to realise that it was superb use of rumble feedback that was giving me this feeling of tyres giving way – I was that immersed. Take a red Audi TT, upgrade it to the gills then take it out on Laguna SECA. Win, then watch the replay. The word is: *stunning*. I'd say the rally races alone are worth £20 and they're about an eighth of the game.

Well done Polyphony, Yamauchi-san and co. You've done it again. Anyone who was worried about the future of their PS2 will play this and relax, safe in the knowledge that their little black box is only nine months old and look what it's doing… just *look* at it. We can all be proud.

Toby King
Swindon

The response to the brilliant *GT3*'s been overwhelming, but that hasn't stopped some readers niggling about the driver AI or the pain-in-the-arse that is the endurance race. Mere flecks of dust in a lake of liquid gold, as far as we can see. In PSM2#12's Defining Moment you might have seen our Jonnie going hell for leather in the three-screen Broadcast mode. It's an arcade in your living room… alright, so it's a *£4000* arcade, but it's still unbelievable. We've got some essential tips on pg104 and, Toby, you get the game of your choice for almost matching our deranged enthusiasm.

This is your chance to air your views on the hot potato of the moment: Virtua Fighter *versus* Tekken 4. *Scrap on, or scrap heap? Excited or not?*

E-MAIL: PSM2@FUTURENET.CO.UK

WRITE TO: LETTERS, PSM2, FUTURE PUBLISHING LTD, 30 MONMOUTH ST, BATH BA1 2BW

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NEW GAMES!
FIFA 2002
TWISTED METAL BLACK
TEKKEN 4
ALONE IN THE DARK
Burn, Hollywood! Burn!
STUNTMAN
Get mangled in an action movie of your own making with PSM2's world exclusive. We dare you to walk away from this one...
PRO TIPS
GT3
We'll make you an expert in two hours!

LONG TIME COMBING

Dear PSM2,

While being generally quite chuffed by the whole PS2 experience, I'm becoming slightly concerned by the lack of games with any sort of depth coming out. I received my PS2 on launch day along with *SSX* and *TimeSplitters* and got exactly what I expected: a great leap in visuals, slick programming and most importantly a depth to the gameplay that meant I played these two games time and time again, and indeed I'm still playing them today. Now perhaps I was spoilt to start with, but since then I've bought and rented numerous games only to take them back after a few days. The main reason for not adding them to my collection is the lack of replay value and depth in any of the titles since launch day. To increase my frustration, apart from games like *Track and Field* there've not been any great multi-player games to justify keeping purely for the after-pub sessions with your mates. I've just bought *NBA Street* and it really is a great game, but, having completed a large percentage after two days, it still remains to be seen as to whether I take advantage of my local software store's money back guarantee. A multi-player mode would've helped its long-term appeal so why is it only two-player? A four-player MultiTap 2 option would've been so easy to implement. I just see no excuse whatsoever for this to be omitted. Anyway, I'll keep scouring the Incoming section of your hallowed pages waiting for the next big game, and hopefully it'll surprise me by being the finished article. Here's hoping.

Stuart Mann
Via e-mail

You're not the only one who was slightly disappointed by *NBA Street*'s slightly limited scope. Four players with a CPU player on each team may well have given it that kick of longevity it was crying out for.

SWEAT BEHIND THE GEARS

Dear PSM2,

I'm not making any assumptions about the type of gamer your magazine attracts but I assume that they, like me, are prone to a bit of hand perspiration during a heavy session. Having only purchased my shiny PS2 a little while ago I'd been suffering from this affliction when a suitable cure presented itself. The item in question is Clean and Dry Hand Gel, available without prescription from good chemists. A small application can ensure a sweat-free session and a nice dry pad for when it's somebody else's turn. I think most of your readers will find this handy – especially with *GT3*.

Ian Mobbs
Via e-mail

Dan still maintains that his bespoke, monogrammed silk gloves were a necessary purchase. We wait with interest as his 'expenses' claims are investigated.

WRITE TO PSM2 WITH:
YOUR PS2 HOPES AND FEARS...
YOUR THOUGHTS ON THE ISSUE...
INTELLIGENT QUESTIONS...

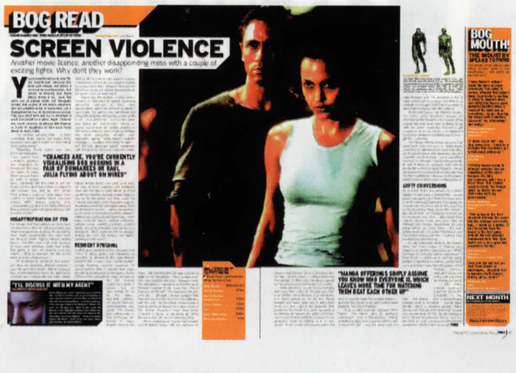
GRRRS ON FILM

Dear PSM2,

Where you say that no film of a game has ever been truly successful (Bog Read, PSM2#12), I agree. But my view is that we tend to build up an idea of what the movie should be like and enter a cinema with those views in mind. This means that no film of a game will ever meet everyone's expectations, which ruins what could potentially be an excellent film. Movies of games will always be around to enjoy, and they'll always create enormous hype, but I doubt that there'll ever be a game-based film that'll meet everyone's expectations.

Anthony Bukowski
Walsall

How about a movie of a game that's just *good*. As games draw more and more influences from the cinema in terms of visual style, how about sharing the same appetite for involving narrative that doesn't resort to patronising clichés. Maybe then we'll see a transition from game to screen that's worth paying money to see.



DAZED AND CON-BRUGE

Dear PSM2

I'm from Belgium (that's that little country to your right… the one with the chocolate) and I recently came across something that struck me as a bit strange. I'm a big PS2 fan and love the gaming but also occasionally like a good DVD – and that's where the problem arises.

You see, I understand that there's a difference between the release dates in the USA and Europe, but why are there sometimes such big differences between the European release dates? You lucky Brits normally get most DVDs sooner than us, but sometimes we Belgians are before you. Why is this? They don't have to include subtitles – it's in English and has all the same extras. So why?

Christophe Smits
Brecht, Belgium

It's all down to who gets the distribution of a certain film. Smaller distributors often only have deals with single European countries which can see DVD releases turning up at odd times and places. Makes a bit of a mockery of the Region Coding system, though.

CAB WOUNDS

Dear PSM2,

Why do other formats get updated, cheaper versions of games – *Crazy Taxi 2* – while we, the loving PS2 owners, have to put up with the original *Crazy Taxi* which is a tenner more and hugely out of date?

Steve Paradise
Dorset

Doesn't sound fair does it, Steve? But that's the way Sega are still playing the game… you can't blame them for continuing to support their own console.

JUST NOT CRITIQUE

Dear PSM2,

I've been reading your magazine since

WELCOME TO OUR WORLD – TEAM PSM2 SLACKING OFF.
Every day, our ageing butler wobbles his way up the stairs to PSM2's reading room, a sackful of your finest mail contorting his brittle spine. But he wouldn't have it any other way. Mainly because we won't let him.

PSM2#01 and I've always agreed with your reviews and scores. However, there's one game that I feel's been unfairly marked: *The Bouncer*.

I agree that the controls are awkward and the camera angles aren't great, but the rest of the game's fantastic.

Then we come to the length of the game. It's not meant to last for ages. The way it's made is to be an interactive movie, with its amazing cut-scenes and interesting storyline. You're meant to play it through many times to discover the characters' backgrounds and open new playables and levels.

I think you should either give *The Bouncer* another chance or leave the readers to make up their own minds, because this game is only for people who like this genre. If you don't like it, then don't play it. If you like scrolling beat-em-ups then this is for you. Your mag is the best, but you have to remember that different people have different opinions on games.

Robin Soutar
Lamington, Ross-shire

Which is why we have such a disparate crew of brilliant reviewers, Robin. We gave *The Bouncer* to Joel – the man who still bangs on about how great *Final Fight* was – because we know he'd be the best judge of it. He was, and we stand by the score we gave it. If we didn't believe in giving space to reader opinion, you'd be in the bin by now. So, on that democratic note...

HYPE AND GLORY

Dear PSM2,
Don't you just hate hype? *The Bouncer* – what the hell happened? This was hyped to be a groundbreaking leap in the world of scrolling beat-em-ups. I went down to the video shop, saw it and rented it. And my God, was I lucky I only rented it. It's just a 3D scrolling beat-em-up with nice graphics and cinematic cut-scenes, which get a bit dull after the 50th time you've seen 'em.

Let's just hope this is a one-hit blunder and that other games aren't given artificial IDs.

Chris 'Midget' McPhail
Via e-mail

Keep that opinion coming, people. It keeps us on our tiny toes.

TILTED GENERATION

Dear PSM2,
I've been a gamer for a long time, starting with the good old Master System, the PC and now onto the king of consoles, PS2. I've recently bought a control pad for my PC with motion sensing technology. Then I had a thought – that the DualShock 2, one of the most advanced control pads ever, doesn't have this technology which is fairly old. Why not? I think that the system would be great for games like *Star Wars: Starfighter* and it could even give a steering wheel effect for racing games.

Andrew Ryan
Via e-mail

Yeah, Saitek and many more companies have had the same kind of idea over the years, Andrew. Who can remember the PX3000 Tilt Double Shock, with its whale-like response times and the arm-busting effort needed to use it? We'd rather not.

COVER GAME
THE BOUNCER

RE-RELEASE ME...

Dear PSM2,
I heard Square are going to recreate some of the earlier *Final Fantasy* games for PS2. Could you please shed some light on whether this is correct – I'd love to see Cloud and friends on PS2.

David Best
Via e-mail

The best chance you'll get of that, David, is still PSone versions of the series at the moment. Square are currently looking at releasing PAL versions of some of the hard-to-find early *Final Fantasy* games with buffed visuals and added cut-scenes. These packages still remain popular in Japan, so don't be surprised if something's announced in the wake of *FF 10*'s phenomenal success.

ALRIGHT, ARCADE?

Dear PSM2
I'm considering buying a PS2 and decided to get some info on the upcoming and already released games, so I checked out PSM2# 13. It's exactly what I was looking for, thank you.

I flicked to the section about on-line gaming, and to be quite honest if I am to purchase a PS2 it'll be because of the quality of the single or split-screen capabilities of the games – not because I can build up a frikkin' huge phone bill battering some fool at *THPS3* in a country I don't give a rat's arse about. One of the things I like most about arcade-quality home consoles is that you can sit there in your boxers kicking the hell out of some sword-wielding demon without having to keep moving your feet so they don't stick to the floor of the gum-filled arcade. Have you ever met any of the backwards baseball cap-wearing, knuckle draggers that frequent the arcades? If you're going to try to avoid them in the arcade why would you want to play against them on-line, 'cos all they'll do once you've tanned their useless hides is abuse you.

Sony should ignore the on-line strategy and concentrate on producing some fine games. Look at PSone – no on-line gaming there and it kicked ass for flippin' ages.

So, I agree with James Greenhalgh (Letters, PSM2# 13) – nuts to the media control freaks. Let the game players among us get on with our darkened room, sweaty palmed, MP-worrying fun.

Oliver Jennings
Via e-mail

Arcades? The spiritual home of games... *trashed*? You've left your shoes on in someone's temple there, Oliver. We knew the on-line capabilities would cause some divide, so we'll just say what we've said before – it's not compulsory.

ASIA BASE

Dear PSM2
I believe that there's nothing quite like Japanese game design. I mean, if you look at all of the currently available, and soon to be available, games on the PS2 all of the best are Japanese – with the exception of *Red Faction*, *SSX* and *Jak and Daxter*. The point is that if Japanese games fans want to play Japanese games like *A-Train* or *Stepping Selection* they have to spend over the odds on an imported ▸

LETTERS

THE LOUDEST VOICES IN THE PLAYSTATION 2 UNIVERSE

FREAK OUT: Or *Stretch Panic*, as the Japanese knew it, made quite an impression with us.

machine and then £50 plus on each game, and believe me paying £50 to £70 for a game is something that most people can't do. I just feel constantly saddened by the fact that most of the people in the West are missing out on innovative and enjoyable gaming experiences. I'll also add that I've written to games companies in the past about this subject and all they've said is that there's no demand for these types of games in the British market. This is a lot of rubbish, because if they never even release Japanese games in the UK how do they know there's no market for them?

Ali Rennie
Via e-mail

As hard as it is to swallow, for most of the thousands of games released in the Japanese market, only a handful – like *Piposaru 2001* or *Stretch Panic* – will make the crossover to a broader audience. For a more cheering story of a title making it global, have a read of our history of *Final Fantasy* on pg56.

BOARD BAND

Dear PSM2,

Just a quick note to let you guys know about this cool *SSX* Fan Site at *www.merqurycity.com*.

I'm currently working on my Links and goodies section, so I'll make sure I mention your magazine in there. You have one of the best PS2 mags on the newsstands right now, no joke. From your reviews, layout and glossy large format, PSM2 is really top quality.

I'm established in the USA but I'm European (another of those Frenchies on the run and under the Californian sun...) so believe me, I know I really miss the higher standard of the European press.

Laurent 'Grandmort' Daubas
Via e-mail

Glad to see that *SSX* fanaticism goes further than this office, Laurent, which is why we couldn't recommend this site enough. Tips, maps, walkthroughs... We salute you.

LAUGHING GENOME

Dear PSM2,

I did get a good laugh out of your Last Laugh (PSM2#13) regarding Snake's quotes. Although I'm not going to promote such activities due to the legality regarding them, you may get a laugh using quotes from the Living Dead films. Try one to an emergency glazing company describing how brains came through your window, finishing with "Send more brains".

At least one local company received such a call, allegedly.

Gareth Wilson
Via e-mail

Eeek. Copycat madness. If grown-ups with authority and powers of internment, and stuff, are reading this, it's not our fault. If you call us in absolute confidence we'll hand over directions to Rufus McGrew's caravan. It's on the hard-shoulder of a popular 'B' road, you can't miss it. If there's one thing PSM2 does as well as PS2 gaming, it's squealing.

COST: A REEKER

Dear PSM2,

Let's face it, everyone enjoys games – some to the extent that they'll buy a console, maybe even two... and some will buy all of 'em. I'm the latter. Games? I love 'em. Accessories? Love 'em too, even pointless add-ons like the vertical stands and DVD remotes. Fantastic stuff.

Yes, I'm a reasonably hardcore gamer, but Broadband is simply taking liberties. There're many people such as myself, people who like games – like them a lot – but for £500+ a year for Broadband we don't like them that much.

Ed Adams
Via e-mail

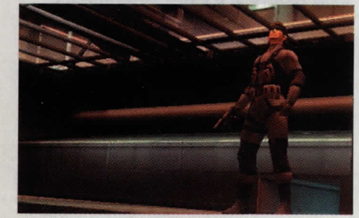
Our breakdown in PSM2#12 was based on estimated costs. If you consider how much the average phone bill's affected by an Internet connection then, yes, the start-up hardware costs will be a huge factor.

All correspondence is assumed to be for publication unless marked otherwise. PSM2 reserve the right to edit readers' letters for length and clarity.

DON'T WRITE TO PSM2 WITH:
WHY CAN'T MY PSONE PLAY PS2 GAMES..? XBOX WILL DESTROY US ALL... CONSOLE SLAGGING...

GOIN' POSTAL

Loose chippings from the missive motorway that lodged in a tyre or, more seriously, took a flippin' nick out of the PSM2 windscreen.



MGS EXPRESS

Dear PSM2

Can't wait for *Metal Gear Solid 2* any longer, I'm joining the armed forces.

Ricky Cox
Via e-mail

Admirable but drastic. Tell us how it compares to the real thing.

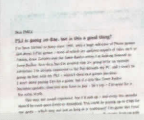
PITY THE FOOLS

Dear PSM2

I really do pity you people who have to read these letters day in and day out.

Mat Marshall
Blackburn

Thanks.



LAUGHING GENOME 2

Dear PSM2

Your Solid Snake phone thing made me laugh so much that everyone travelling in my train carriage at that time of night must have had a genuine fear for their safety.

Andy
Via e-mail

The greatest PS2 games advice, the sharpest opinions and genuine scare-the-b'jaysus-out-of-your fellow-commuters moments of amusement. Ace.

NOT U2...

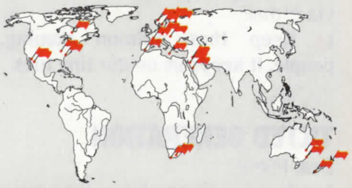
Dear PSM2

Every month when I open up my fresh copy of PSM2, I always find at least one letter moaning on (and on) about all the sequels being released for PS2. What's the problem? I don't hear anyone complaining about Madonna or U2 when they release yet another album.

Stephen Lowry
Dublin

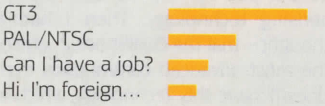
GLOBAL SPILLAGE

Letters from around the world in an easy to comprehend planet-gram.



YOU WHAT?

Who's been saying what this issue.



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CVG AUGUST 2001

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PlayStation®2

NEW LOOK DVD!

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IT'S WHAT YOUR TV'S MADE FOR: For the next hour or so, let PSM2 take you on a journey deep into the dark heart of PlayStation 2...

ON YOUR FREE DVD

See Mr Winky's cheeky grin? He's just received another stunning DVD from PSM2, bursting with hot new games and cool new features...

We're keeping up with our promise of bringing you even more this month by starting up two new regulars on the DVD. Our Developer Insight gives you a glimpse of the thought processes that go into bringing these games to life, while our tips section now offers you a chance of gaming immortality thanks to our interactive Pro Dojo section.

Think there's no-one that can touch you on *SSX* or *Gran Turismo 3*? Then prove it. Tape your best efforts and mail them into us and we'll feature the hottest clips each month. For those of you less skilled, or just plain chicken, we've got the more passive option of filling your head with our usual collection of stunning new titles. But, we don't want you to do that. You see, that's not what we're about. So stop watching, press record and get involved.

PSM2'S PROMISE

PSM2's DEMO DISC DOES: Deliver exhilarating footage of the biggest new PS2 games in development, the best new releases, game secrets, documentaries, plus bonus extras. It's packed with value.

PSM2's DEMO DISC DOESN'T: Give you half the picture of what's out there.

Sorry, but the PSM2 DVD is not available in the USA.

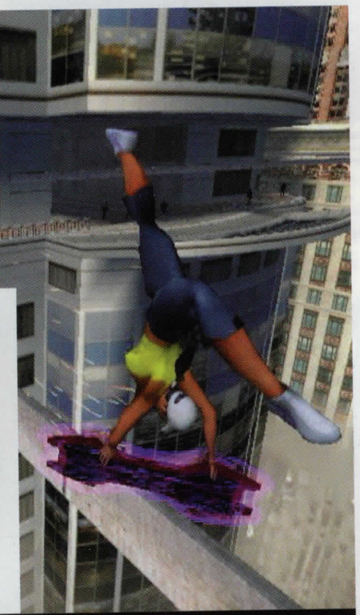
YOUR FEATURE PRESENTATION...

AIRBLADE

36 HUGE TITLES TO TASTE

Flip, flop and fly as Criterion show off their ability to make PS2 jump through hoops and over buildings. It's artful, it's brash, it's the future of urban boarding coming at you from the street up.

Check out one of the game's early levels as we launch into tough, bespangled action, grinding close to the edge and taking in the big, bad city. Now head on over to our new Developer Insight section for the full, behind-the-scenes breakdown from its designer Craig Sullivan. Talk about the big picture...



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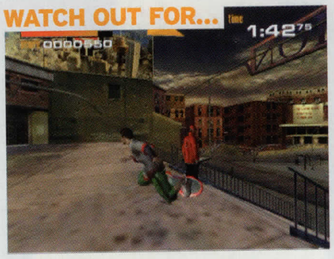
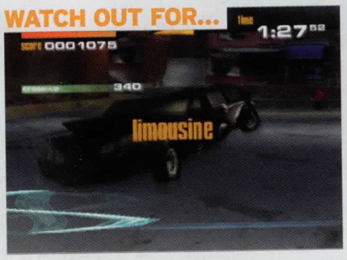


CAR SQUASH: Flat gangsters, as we grind the armour-plated limo and blow Mr Big to smithereens.

WATCH OUT FOR...



RED OR DEAD: Insane stunts that take down the rooftop scum as they try to bully the population.

PLUS! **BURNOUT** Criterion's other massive title takes your standard arcade racer and glues the throttle to the floor.

NAVIGATING YOUR DVD

Relax and let PSM2 show you how to quickly get around your new white disc...

01 THE D-PAD
Allows you to scroll up and down through the on-screen menus.

02 THE ⊗ BUTTON
Selects the current option which you've highlighted on the menu.

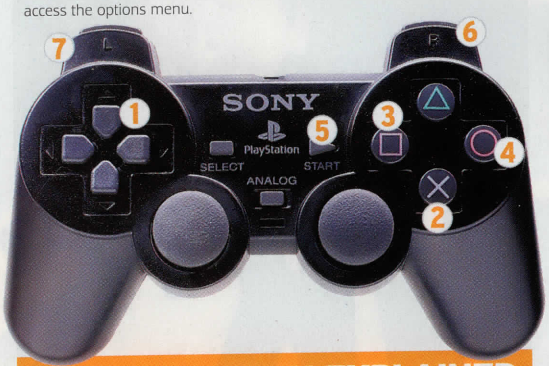
03 THE ⊡ BUTTON
Takes you straight back to the previous menu screen.

04 THE ◎ BUTTON
Stops the demo. Hit it again to access the options menu.

05 THE START BUTTON
Pauses the demo at any time.

06 THE R2 SHOULDER BUTTON
Fast forwards through the demo.

07 THE L2 SHOULDER BUTTON
Rewinds the demo.



YOUR DVD MENU EXPLAINED

PSM2's monthly instalment of cutting edge film clips and tips currently comes packed into four easy-to-access sections. Each is tailored to cover a specific chunk of the market and they all promise to give you the broadest overview of the world of PS2. Getting around them all couldn't be simpler either...

PSM2
HARDERFASTER

- **OUT NOW** The movers and shakers currently taking up shelf space in the shops.
- **COMING SOON** The titles of tomorrow brought screaming to your door today.
- **PRO TIPS** Taking your games further as only PSM2 can.
- **DEVELOPER INSIGHT** We go behind the scenes and talk to the creators.

OUT NOW

... And that means NOW. The titles jostling for your cash at this very moment. Watch before you buy.

CITY CRISIS

© Take 2

Chopper rescue in a city of disaster. Pick up the injured, put out fires and be an all round do-gooder.

MX2002: FEATURING RICKY CARMICHAEL

© THQ

Scrambling and stunts from the armoured knights of the dirt track.

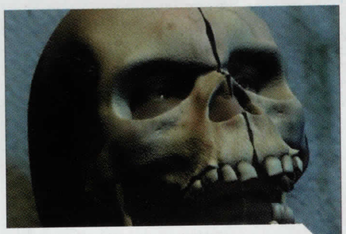
VICTORIOUS BOXERS

© Empire

Learn to roll with the punches as Empire come up with a new take on the kings of the ring.

PRO TIPS

Codes cracked, problems hacked and all your favourites laid wide open like a dissected rat. Beautiful.



TWISTED METAL: BLACK

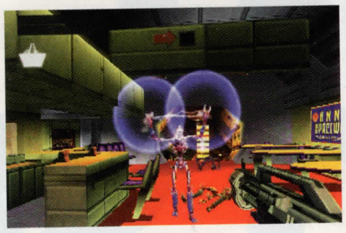
© Sony

Prepare yourself for the PAL release by getting all those lethal D-pad combos memorised and ready for action.

TOKYO XTREME RACER

© Ubi Soft

Liven up your windscreen in first-person mode with this colourful collection of comedy gonks.



TIMESPLITTERS

© Eidos

Our first televised reader challenge finds James Cooper running the gauntlet of the Spaceways level.

COMING SOON

Once again we cram more games onto our disc than any other. Open your eyes and let the light come shining in.

FINAL FANTASY 10

© Square

This is perfect. Enough said. Check out our sharp collection of CGI and in-game action and see if you agree.

FINAL FANTASY 11

© Square

Yes, you read it right. Previewed with the Japanese release of FF10, the future of on-line gaming is here.

JAMES BOND 007 IN... AGENT UNDER FIRE

© Electronic Arts

Jim hits the mixer and comes out stinking of oil and muzzle-dust. Is this a return to form for 007? You decide.

HALF-LIFE

© Vivendi

If this trailer's anything to go by, it's going to be mental.

PLUS!

Ace Combat 4
© Sony

Baldur's Gate: Dark Alliance
© Virgin/Interplay

Crash Bandicoot: Wrath of Cortex
© Vivendi

Dropship
© Sony

ESPN X Games Skateboarding
© Konami

FIFA 2002
© Electronic Arts

Kingdom Hearts
© Squaresoft

Giants: Citizen Kabuto
© Virgin/Interplay

Jurassic Park: Survival
© Vivendi

KA © Sony

Madden 2002
© Electronic Arts

NHL 2002
© Electronic Arts

Police 911
© Konami

RLH
© Virgin/Interplay

Silent Scope 2
© Konami

The Mummy Returns
© Vivendi

This Is Football 2002
© Sony

Time Crisis 2
© Sony

Top Gun
© Virgin

Yanya! Caballista
© Koei

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Please it into an envelope and send it to this address:
PSM2 Disc Returns, TIB plc, Unit 5, Triangle Business Park, Pentreback, Merthyr Tydfil, Mid Glamorgan

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE

BONELESS
TSG
ORIGIO

OUT UK NOVEMBER

TONY HAWK'S PRO SKATER 3

NOT SINCE SSX HAS THE SPIRIT OF 'JUST ONE MORE GO' BEEN SO PERFECTLY DISTILLED

TONY HAWK'S PRO SKATER 3

"BEGUILING GAMEPLAY BELIES GRAND CANYON DEPTH"

New tricks, new levels, new on-line play… The world's most playable score-based game makes the radical leap to PS2, and clears our lofty expectations by several board lengths.

HIGH ROLLER: Daniel Dawkins

A hot summer's lunchtime and deadline looms, the PSM2 team should be out eating ice lollies or frantically putting the finishing touches to the mag, but everyone, *everyone* – including a crowd of onlookers – is gathered around a widescreen TV and *Tony Hawk's Pro Skater 3*. Fans of the PSone game jostle to get nearer the joypad, while a *Tony Hawk's* virgin flounders around on-screen to a chorus of jeers and whoops.

After a minute of humiliating slams, our skate novice lands his first sketchy trick, and raises the pad beaming with excitement. "I don't know what I'm doing," he exclaims, "but I know I want to be good at this game."

That's the magic of *Tony Hawk's* – the instantly beguiling gameplay belies Grand Canyon depth. Few PSone games were so crushingly addictive. Skateboarding fans *loved* it, but you were just as likely to be swept away if your perception of the sport started with Michael J Fox cadging a lift in Back To The Future and ended with a floppy-haired Christian Slater riding a metal plank under a truck in Gleaming The Cube. One member of the PSM2 team – a self-confessed wrestling fanatic – had to hide his PSone in a cupboard so he'd stop playing *THPS2* and leave the house more often. Not since *SSX* or, dare we say, *Tetris* has the spirit of 'just one more go' been so perfectly distilled.

CAN YOU KICKFLIP?

Why is *Tony Hawk's* so addictive? Simple. The game directly rewards skill and provides a consistent universe of expanding possibilities. In no time at all, beginners will be whizzing around, popping ollies and grinding basic objects. Soon after, they'll realise that every lip, surface and kerb in the game can be interacted with – opening a whole new world of possibilities. Suddenly, they'll start to appreciate that almost every trick can be linked into combination – so the thrill of landing a basic Kickflip is casually replaced by a screaming Kickflip Nose Grind across a fallen lamppost. The only limit is the gamer's imagination.

The real master stroke is the scoring system. Not since *Space Invaders* has it felt so important to rack up the digits. Skilled players can link multiple tricks into combinations, yielding scores directly related to the difficulty and variety of their moves. An expert player can really exert dominance over a novice. That's what it's all about – showing off. A game that lets you fully express your imagination and earn direct rewards for▸

INFO

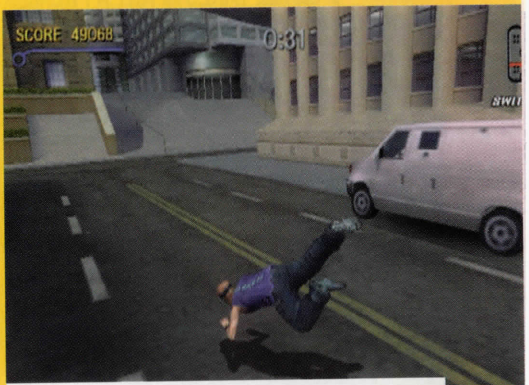
- **DEVELOPER**
  Neversoft
- **PUBLISHER**
  Activision
- **GAME TYPE**
  Skateboarding

ANTICIPATED FEATURES

- 12 licensed skaters, including old favourites Geoff Rowley, Eric Koston and Rodney Mullen, plus new addition Bam Magera from MTV's Jackass.
- Radically overhauled Create-A-Skater mode, allowing adjustment of height, weight, jewellry and clothing details.
- Double the tricks of PSone *THPS2*.
- Tutorial, Career, Free Skate, Single Session and Multi-player options, plus i-Link network and on-line play.
- New soundtrack featuring Motorhead's *Ace of Spades*, plus tunes from Ant Farm, Henry Rollins and more undisclosed acts.

WHERE IT'S AT...

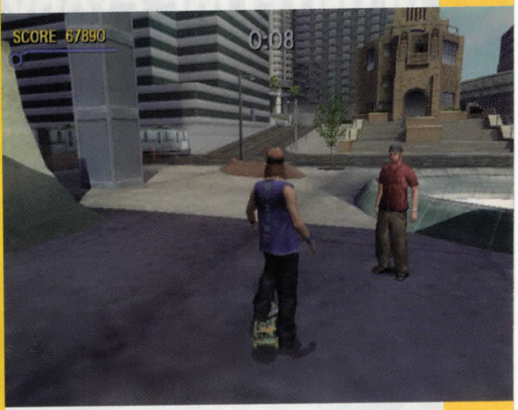
- There're a few months to go, and Neversoft are holding the later levels close to their chest. The Create-A-Skater mode and Park Editor will undergo final revisions, but the core gameplay model is firmly in place.



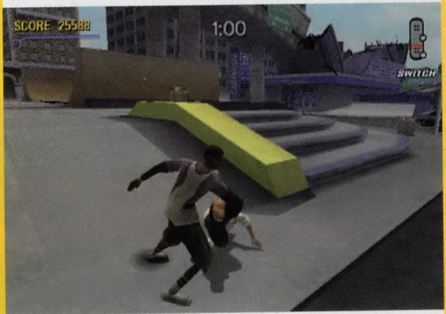
BAIL DODGERS: Watch out for the fugitive bank robbers on the LA level, they'll send you flying. Painful.

HUMAN TRAFFIC

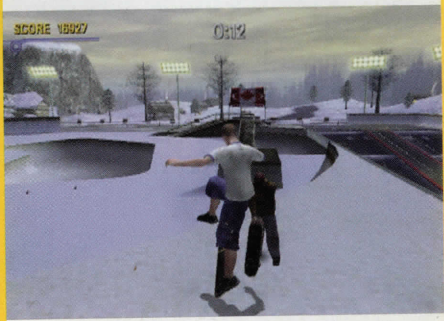
Apart being almost dauntingly huge, THPS3's levels are packed with immersive touches that draw you in as never before. The most obvious addition's the pedestrians – some flip you the bird, others take a swing as you flash past, but all have their own *Crazy Taxi*-style personalities. A few understanding types even reward displays of skill with 'Ped Props' and a fistful of points – handy for showoffs with no mates. Meanwhile, the murderous New York cab drivers have been replaced by laid-back Los Angeles types. Instead of simply running you down, they'll now stop and honk – provided you give them time to react. Basically, it feels like skating round a living, breathing city, rather than a town-shaped skate park – if you're too polite to be a rebel in real-life, here's the place to live out those anti-authority fantasies.



AN AUDIENCE WITH… Make enough of an impression with bystanders for a points bonus. Not all of them will, mind.



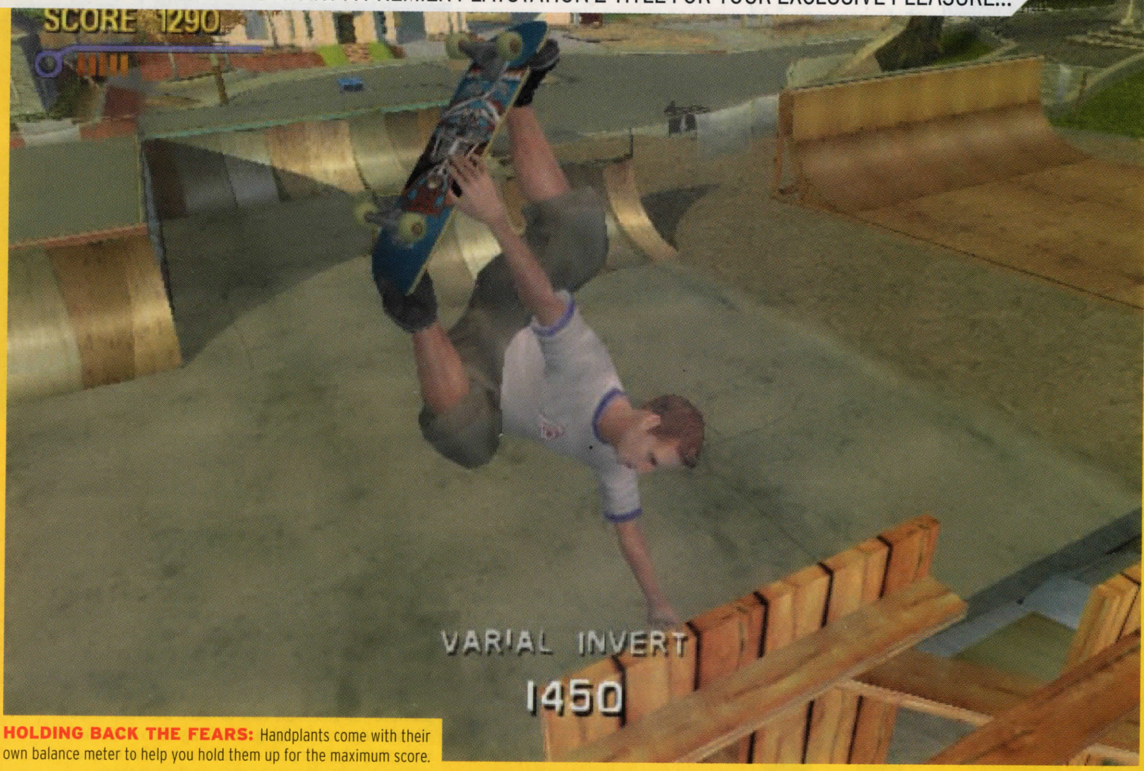
AMERICAN PSYCHO: Not everyone's so giving, especially in the LA level where every pedestrian wants to lamp someone.



PEER EFFECT: One of the level goals in Canada is impressing five fellow skaters with your silky board skills.

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...


SCORE 1290
VARIAL INVERT
1450

HOLDING BACK THE FEARS: Handplants come with their own balance meter to help you hold them up for the maximum score.

►your hefty portfolio of skills. It's a hardcore gamer's delight, and equally enchanting for novices who're happy to potter about exploring levels at their own pace.

So how does *Tony Hawk's Pro Skater 3* improve on such a rewarding experience? The obvious difference is visual. PS2 has allowed developer's Neversoft to explore their wildest dreams and create amazingly solid, busy worlds, devoid of pop-up and the low resolution that blighted the PSone games. The all-new Los Angeles level features towering multi-level architecture, screaming traffic and hordes of bustling pedestrians. It's just like skating in the real world. Every surface feels disturbingly solid, and every distant object can be reached when you know where to look.

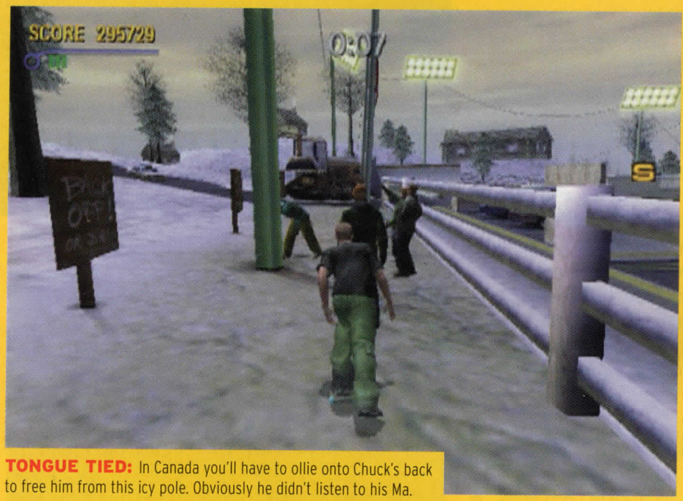
Rarely, if ever, do the graphics wobble and remind you that this is only a game.

STINGING DETAIL

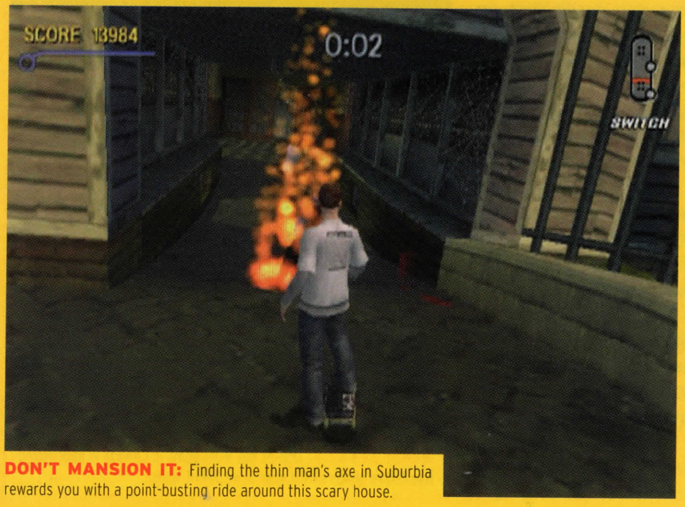
The characters have received a dramatic make-over. Up close, you can spot the decals on their shirts, the creases on their pants and the fine detail on the board graphics. The animation's been enhanced, so skaters teeter convincingly on big rails and slam in a variety of teeth-clenching ways. Look forward to shin-busting bails, nut-crunching slides and face-first falls. On certain occasions, a fluffed trick will simply see your skater step off his board and kick it back face up – very realistic.

BLUNTSLIDE STORY

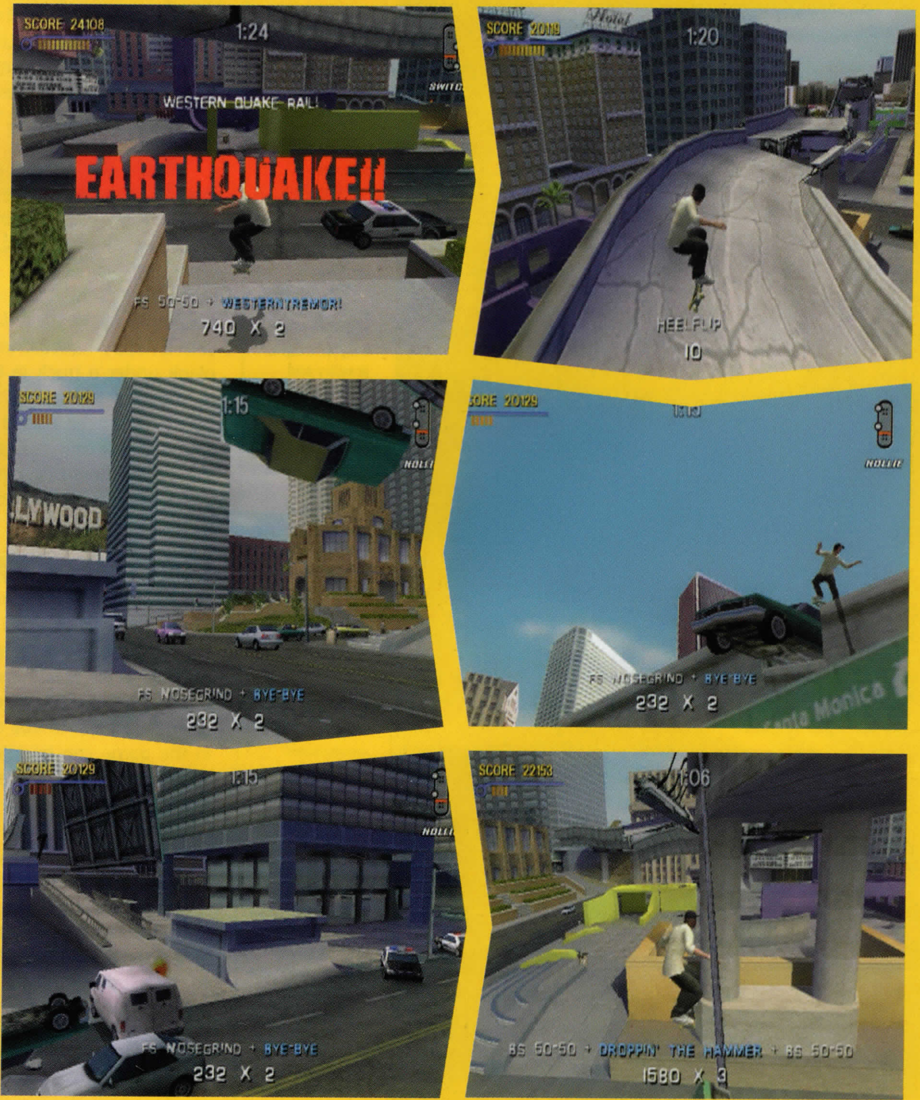
While it encouraged you to explore grinds and gaps, there's no denying that collecting subway tokens in *THPS2* felt a bit, well, *impersonal*. Recognising this, Neversoft have added more story-based missions to the game – so stopping an armed robbery, humiliating a bully and ungluing a man's tongue from a frozen lamppost are now typical missions for a public-spirited skater. Cunningly the way to tackle these isn't always immediately obvious, but experimentation's rewarded with a combination of mid-level animations and deforming terrain.


SCORE 295729
S

TONGUE TIED: In Canada you'll have to ollie onto Chuck's back to free him from this icy pole. Obviously he didn't listen to his Ma.


SCORE 13984
0:02
SWITCH

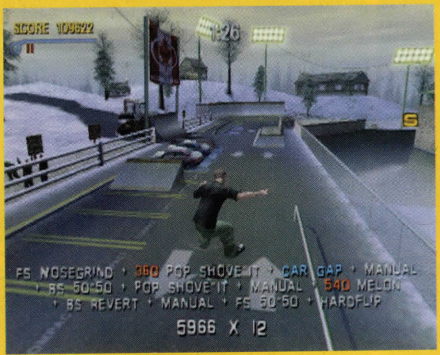
DON'T MANSION IT: Finding the thin man's axe in Suburbia rewards you with a point-busting ride around this scary house.


SCORE 24108
1:24
WESTERN QUAKE RAIL
EARTHQUAKE!!
FS 50-50 + WESTERN TREMOR!
740 X 2
1:20
HEEL FLIP
10
1:15
NOLLIE
FS NOSEGRIND + BYE-BYE
232 X 2
FS NOSEGRIND + BYE-BYE
232 X 2
FS NOSEGRIND + BYE-BYE
232 X 2
SCORE 22153
1:06
BS 50-50 + DROPPIN' THE HAMMER + BS 50-50
1580 X 3

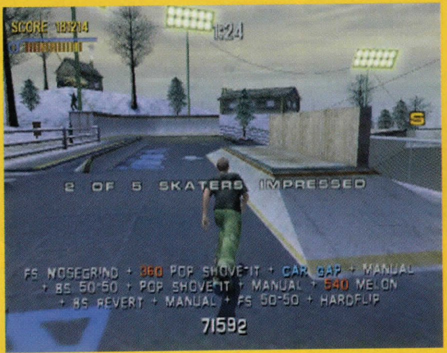
QUAKE REVELATION: Throughout the Los Angeles level you'll be hounded in a high-speed chase involving the Rozzers and some vicious bank robbers. Causing an earthquake with four separate grinds allows you to play the hero and prevent their escape. Very public spirited.

REVERT-IGO

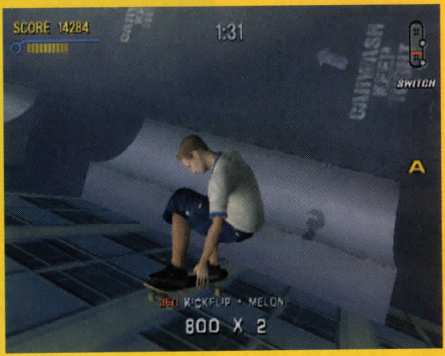
In *THPS2*, vert moves were the refuge of an intermediate player – good for racking up the points, but only useful to experts as the capstone on an already dizzying combo. In *Tony Hawk's 3* this failing's been rectified – tapping R2 on landing spins the board around in a Revert, which can be followed by a manual to infinitely extend your run. *In theory*. In practice, the Reverts are like every element of the control system – alone, they're simple to master, but when you're in the middle of a 250,000 point combo and even your thumbs are sweating, it's a completely different matter.


SCORE 109622
1:26
S
FS NOSEGRIND + 360 POP SHOVE-IT + CAR GAP + MANUAL + BS 50-50 + POP SHOVE-IT + MANUAL + 540 MELON + BS REVERT + MANUAL + FS 50-50 + HARDFLIP
5966 X 12

REVERT-ICAL LIMIT: Overuse of the Revert command will affect your overall speed, so remember to mix it up a bit.


SCORE 181214
1:24
S
2 OF 5 SKATERS IMPRESSED
FS NOSEGRIND + 360 POP SHOVE-IT + CAR GAP + MANUAL + BS 50-50 + POP SHOVE-IT + MANUAL + 540 MELON + BS REVERT + MANUAL + FS 50-50 + HARDFLIP
71592

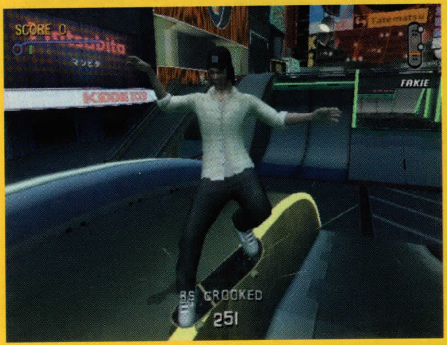
REVERTS SO BAD: It's also possible to pull off a Revert during a manual roll if you want to really impress your audience.


SCORE 14284
1:31
SWITCH
A
360 KICKFLIP + MELON
800 X 2

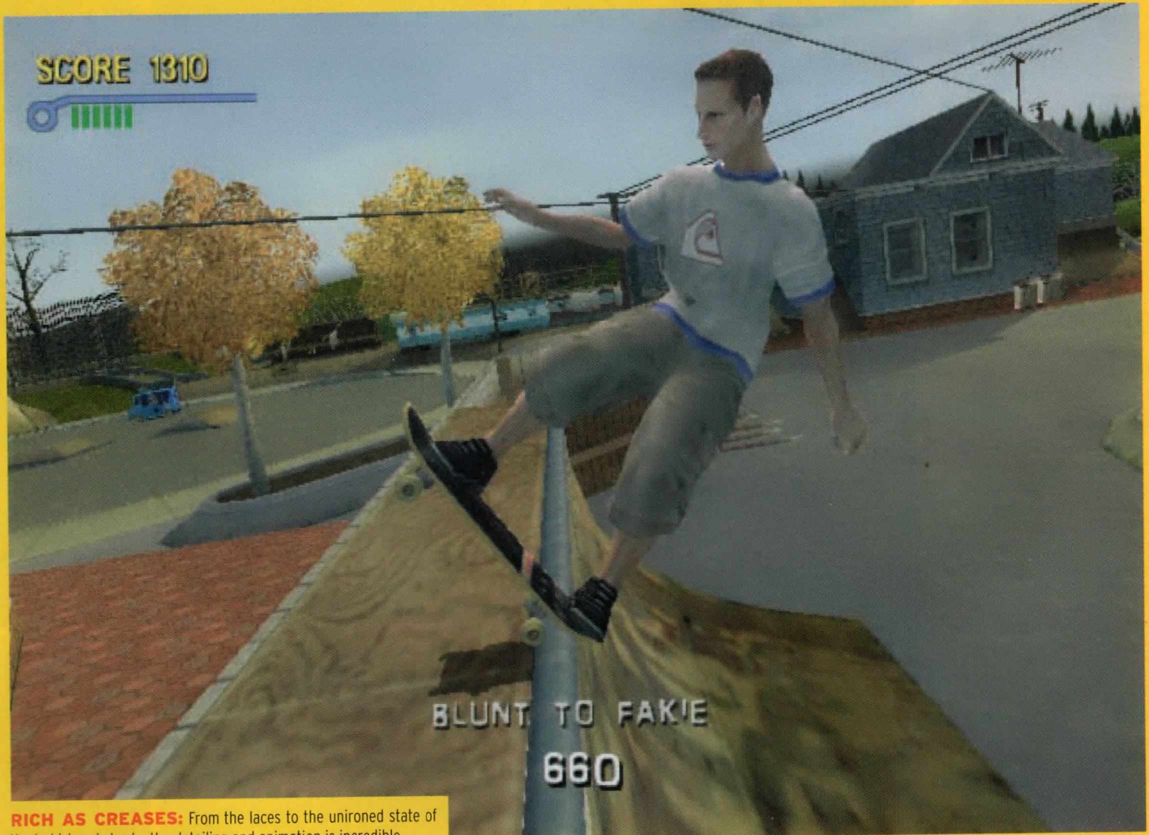
REVERTS GEAR: Timing is crucial in *THPS3* - tap R2 as soon as you land and move into another trick to get those monster scores.

"THE SCENERY HAS BEEN CUNNINGLY DESIGNED TO MAXIMISE TRICK POTENTIAL"

The competition Tokyo level is a smorgasbord or grindable rails, low-level ramps and towering pipes. There's even the stomach-churning potential to loop-the-loop.


SCORE 0
FAKIE
BS CROOKED
251

DAVEY CROOKED: Grinds are nowhere near as stable in *THPS3*, so it's best to vary your moves and ollie into new grinds.


SCORE 1310
BLUNT TO FAKIE
660

RICH AS CREASES: From the laces to the unironed state of the t-shirt and shorts, the detailing and animation is incredible.

The single-player Career mode retains a familiar structure, but now includes some story-based challenges – a side-step from the technical demands of *THPS2*. In the Canada level you've got to free a guy called Chuck whose tongue's stuck to a frozen post. In Suburbia you help a mysterious thin man break into his mansion by giving him an axe located elsewhere on the level. These events usually unlock hidden areas with massive point-scoring potential. Other tasks are familiar, such as collecting SKATE letters or scoring above a set points target. The cash system has been abandoned, but there'll be an undisclosed way to improve player stats and earn new equipment.

"TO PREVENT CHEESY POINT SCORING, IT'S HARD TO BALANCE BETWEEN SIMILAR TRICKS - SO THERE'S NO CHANCE OF LINKING A PERPETUAL COMBO BETWEEN TWO SIDES OF A HALF-PIPE"

Once you've completed the requisite number of tasks, you'll unlock the next level and, eventually, a series of competition courses. The standard has been considerably increased since the PSone games. To scoop a Gold medal, players will need to bag *at least* 250,000 points in 60 seconds – no mean feat if you bundle a big combo. Judging by the Tokyo level, the scenery has been cunningly designed to maximise trick potential. The neon ramps and crazy rails could've easily been culled from *SSX*'s Tokyo Megaplex. Good players will be spitting out 150,000 point combos with minimal fuss. Grizzled experts can look forward to scores in the millions.

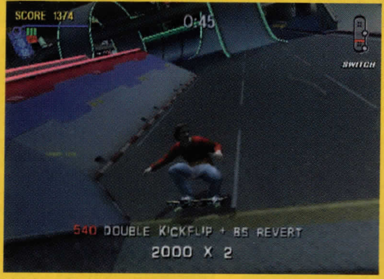
The subtlest – and most crucial – gameplay addition is the Revert command, which lets you link ramp and flatland moves. By tapping R2 as you land a ramp trick, the skater will swivel through 180°, allowing you to launch into a manual roll – or flip – and continue the combo. With a full set of character stats you could, in theory, link your entire two-minute run. To prevent cheesy point scoring, Neversoft have made it hard to balance between similar types of tricks, so there's no chance of linking a perpetual combo between two sides of a half-pipe. To have any chance of maintaining a run, you'll *have* to mix up ramp tricks with grinds, manual rolls and slides – requiring precise knowledge of the terrain. ▶

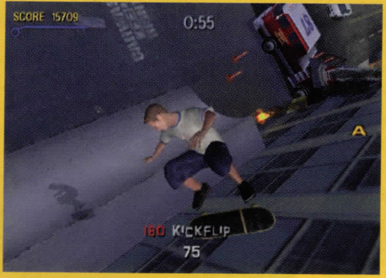
NEW ADDITIONS - THE PSM2 VERDICT

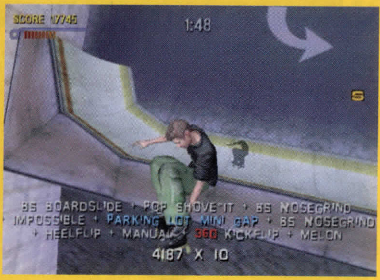
The Revert function has long been common knowledge, but how does it work in practice? And how do the other new features, like the flatland tricks and lip moves, contribute to the already pristine gameplay? We left our resident *THPS2* expert alone for some pad-snapping quality time with the PS2 version, and prepared for the ultimate verdict.

REVERTS

Tap L2 as you land a ramp trick, and the skater quickly spins 180°, giving you chance to link into a manual roll or flip trick. It's the ultimate combination-linking move.


SCORE 1374
0:45
SWITCH
540 DOUBLE KICKFLIP + BS REVERT
2000 X 2


SCORE 15709
0:55
SWITCH
A
180 KICKFLIP
75

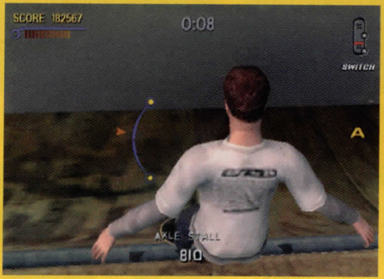

SCORE 17745
1:48
S
BS BOARDSLIDE + POP SHOVE-IT + BS NOSEGRIND
IMPOSSIBLE + PARKING LOT MINI GAP + BS NOSEGRIND
+ HEELFLIP + MANUAL + 360 KICKFLIP + MELON
4187 X 10

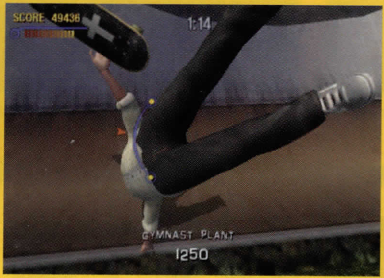
PSM2 VERDICT

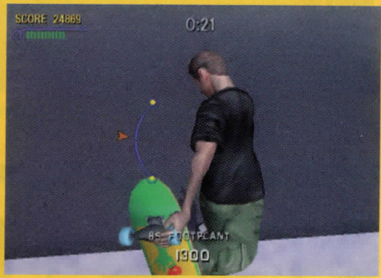
While initially cumbersome, you'll soon be tapping L2 and flicking the D-pad into a manual roll by second nature – the timing's a shade tricky, but the game now flows seamlessly between obstacles. A simple, but devastating touch. 8/10

LIP TRICKS

Quickly touch two D-pad directions – such as up then right – and press △, to launch into a lip trick such as a Handplant on any ramp. The inclusion of a balance meter is welcome, and thanks to the Revert function these tricks can now be linked into any combo. Neat.


SCORE 182567
0:08
SWITCH
A
AXLE STALL
810


SCORE 49436
1:14
GYMNAST PLANT
1250

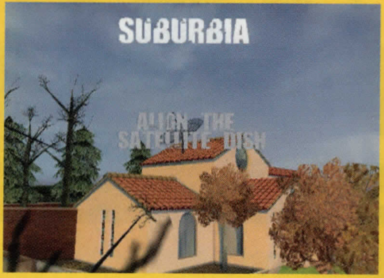

SCORE 24869
0:21
BS FOOTPLANT
1300

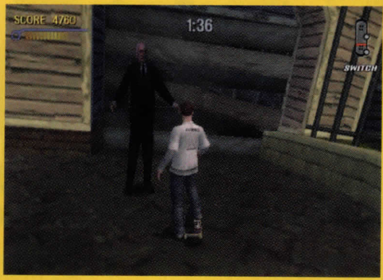
PSM2 VERDICT

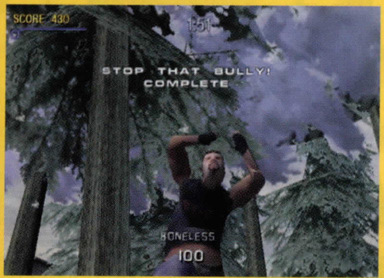
Simple to use and with some impressive variations, the lip trick is now a viable player in combinations. The ability to link lip moves together is well handled, and perfectly realistic. A step in the right direction, but still not essential. 7/10

CAREER MODE

The Career mode has moved away from the technical rigours of the PSone games and opted for plot-friendly tasks. Each character has unique challenges – so street skaters might have to Manual Roll over an object, while ramp skaters would Melon Grab over it.


SUBURBIA
ALIGN THE SATELLITE DISH


SCORE 4760
1:36
SWITCH

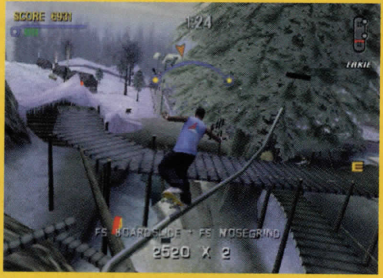

SCORE 430
STOP THAT BULLY!
COMPLETE
BONELESS
100

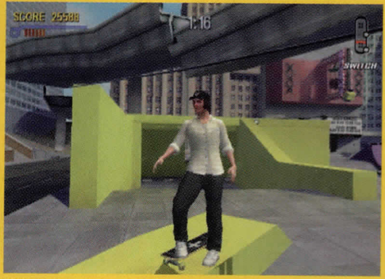
PSM2 VERDICT

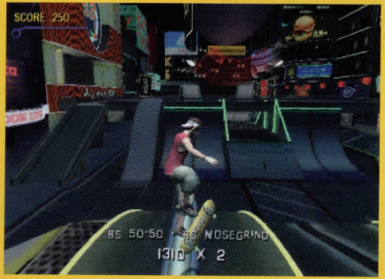
The story-based tasks are quite humourous and less arbitrary than the typical PSone tasks. That said, the new challenges are easier and not as spectacular as we'd hoped – outside of the surface gloss, and slight lateral thought, the challenges are a bit similar. Without cash rewards, we're unsure how a player will earn extra stats. 7/10

LEVEL DESIGN

The levels are bigger than ever before, with more multi-level interaction and an authentic bustling feel. The placement of rails and ramps is as cute as ever.


1:24
E
FS BOARDSLIDE + FS NOSEGRIND
2520 X 2


SCORE 25588
1:16
SWITCH

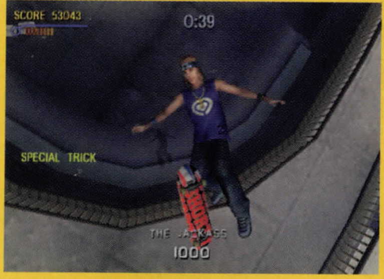

SCORE 250
BS 50-50 + BS NOSEGRIND
1310 X 2

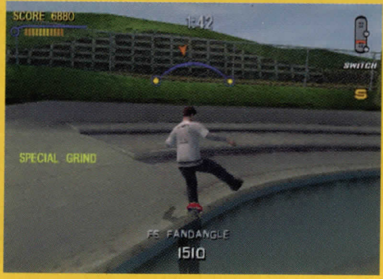
PSM2 VERDICT

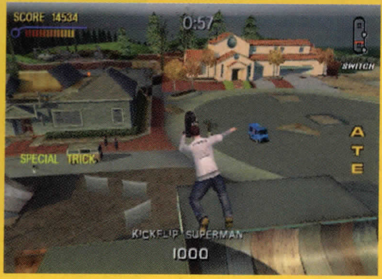
The level size can be a little bewildering. In the LA level you'll spend a lot of time doing manual rolls between objects – diminishing the pure combo potential. Tokyo looks like a rip-off of *SSX*'s Tokyo Megaplex and Suburbia's too empty in places. Nothing to rival *THPS2*'s combo crazy Marseille level – yet. 7/10

SPECIAL MOVES

The character specific system of old has been toned down, so skaters share some generic special moves. When your Special Bar is pumped, most D-pad tap combinations will activate a move – such as the Laser Flip, McTwist or Kickflip Superman.


SCORE 53043
0:39
SPECIAL TRICK
THE JACKASS
1000


SCORE 6880
1:42
SWITCH
S
SPECIAL GRIND
FS FANDANGLE
1510

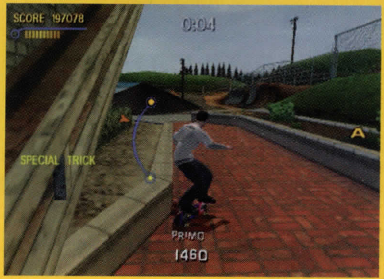

SCORE 14534
0:57
SWITCH
A
T
E
SPECIAL TRICK
KICKFLIP SUPERMAN
1000

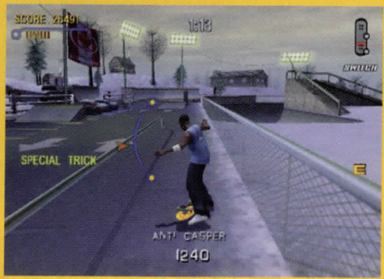
PSM2 VERDICT

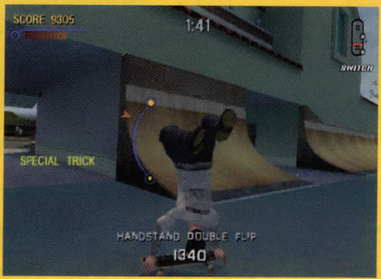
Great. We hated having to remember the very specific button-tap combinations of old. There're at least double the number of special moves and they look even more spectacular than ever – dig that face-smashing Jackass move. 9/10

FLAT LAND MOVES

Land a few big moves to build up your Special Bar, and use 90° facing double D-pad taps – like ← and ↓ – in conjunction with △ to access a flatland move. These can be linked in combination using standard manual rolls.


SCORE 197078
0:04
A
SPECIAL TRICK
PRIMO
1460


SCORE 28491
1:13
SWITCH
E
SPECIAL TRICK
ANTI CASPER
1240


SCORE 9305
1:41
SWITCH
SPECIAL TRICK
HANDSTAND DOUBLE FLIP
1340

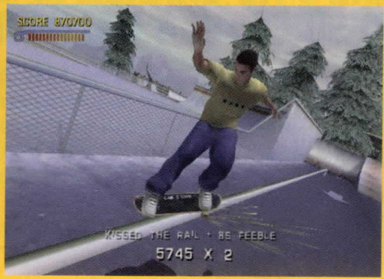
PSM2 VERDICT

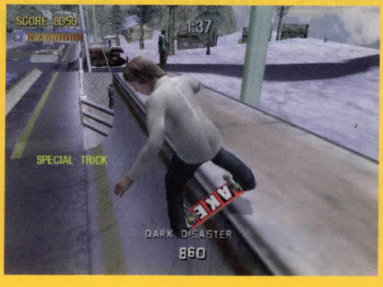
The star of the game – these moves look incredible and add a whole new twist to tiresome manual roll runs. The Handstand to Double Flip will wow your mates, and the spinning Truckstand's too technical to believe – if Rodney Mullen didn't do them so well in real life. 9/10

THE FEEL

The addition of Reverts means that – theoretically – a set of moves can be linked and, thanks to the flatland tricks and lip tricks, the combo variety is greater than ever.

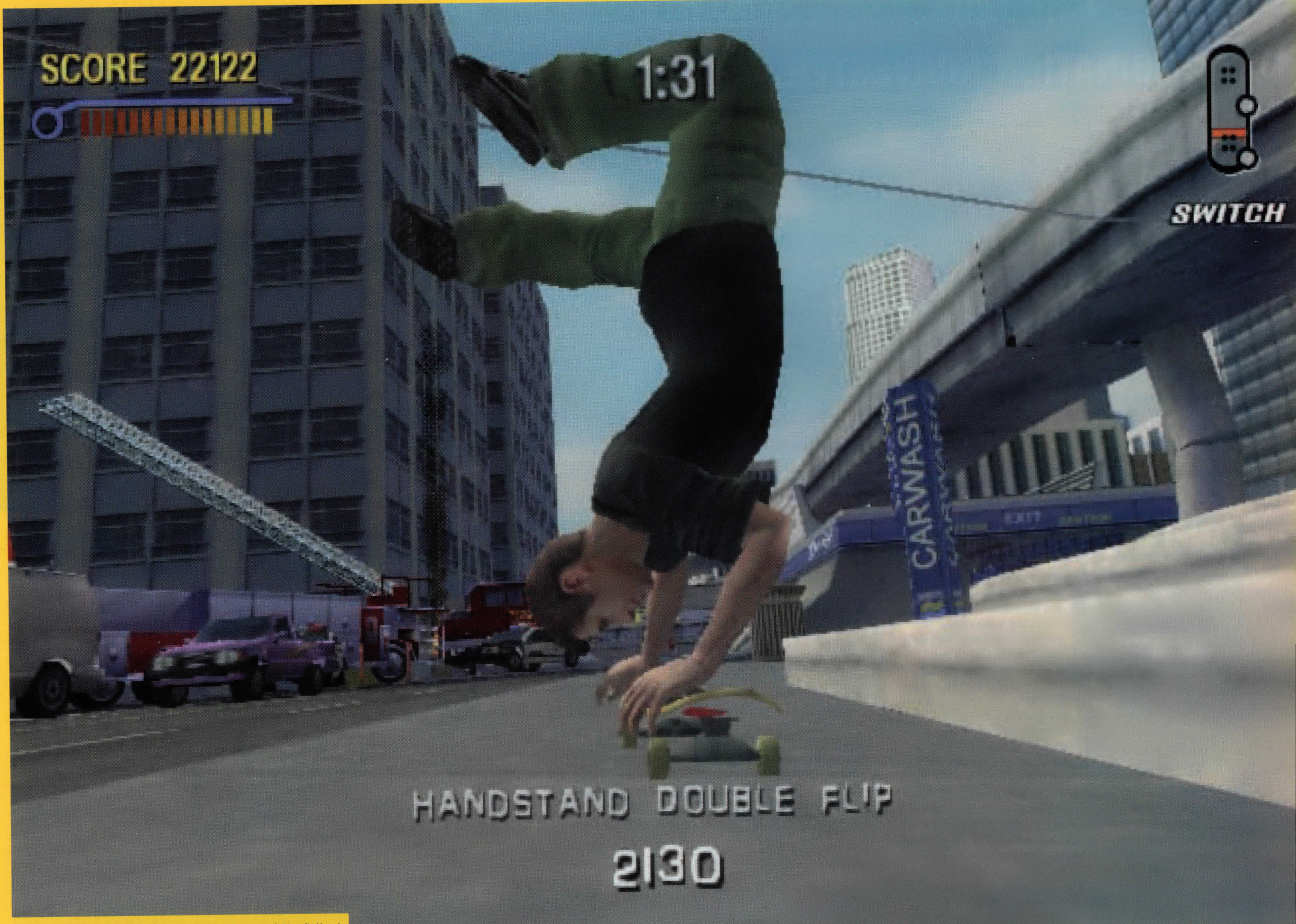
SCORE 4160
1:04
7215


SCORE 870700
KISSED THE RAIL + BS FEEBLE
5745 X 2


SCORE 8593
1:37
SPECIAL TRICK
DARK DISASTER
860

PSM2 VERDICT

The new additions have been carefully playtested – and it shows. Tellingly, the game is 'kinder' – maybe too much so – when you career off the side of a ramp, so your skater won't *always* land flat on his face. *THPS3* combos flow like vintage wine – save for the odd perennial difficulty of turning back on yourself in tight spaces. 9/10



HANDSTAND SOLO: The Handstand is one of the flatland moves that can be linked in combinations using manual rolls.

▶ The new flatland tricks are dazzling. Land enough moves to fill your Special bar, and manual roll-style D-pad taps will activate an array of traditional freestyle moves, as championed by technical skate veteran Rodney Mullen – one of the World's most impressive skaters. With these new techniques you can manual roll into a handstand and double flip out, or flip the board onto its side for a physics-defying Primo slide. Not only do these flatland moves look jaw-dropping, they lend much-needed variety to the standard trick set. That said, the roster of flips, grabs, grinds and special moves has almost doubled since *THPS2*.

CREATE WHEN YOU SKATE. YEAH.

If you've ever seen the Simpsons episode where Homer has to ride a miniature circus bicycle, you can well imagine the comic potential of seeing a huge fat man let loose on a tiny skateboard – the first thing we did with *THPS3*'s revamped Create-A-Skater mode. Slightly less childishly, with over hundreds of shirt/pant/stupid glasses combinations – and more to be added – it's easy to slap together an approximation of your own features – something that'll be crucial in on-line play.

DAN: Note the cheeky flash of chest, the nonchalant smirk. Separated at birth, no?

CHRISTIAN: Taller than the rest of the PSM2 team put together. But those sandals?

DUNCAN: Our proof that the Create-A-Skater feature isn't foolproof. Fool.

Lip tricks – such as Handplants and Axle-Stalls – have been revised with their own balance meter, and can now be linked into standard combinations. You could, for example, link a Footplant into a Kickflip and roll off the ramp into a Revert and a manual roll. Boggling, eh? Similarly, lip tricks can be combined to maximum effect. The new hidden combos let you access Double or Triple Kickflips – quickly tap the ◎ button the desired number of times while pressing in the appropriate D-pad direction. Basically, every little imperfection from the PSone control system has been ironed out to create a flawless, deeply rewarding experience.

"IT'S POSSIBLE TO CREATE VERY REASONABLE LIKENESSES OF YOURSELF OR, IF YOU PREFER, AN EIGHT-STONE TALL, 20-STONE WOMAN IN A PIRATE'S HAT AND 3D GLASSES"

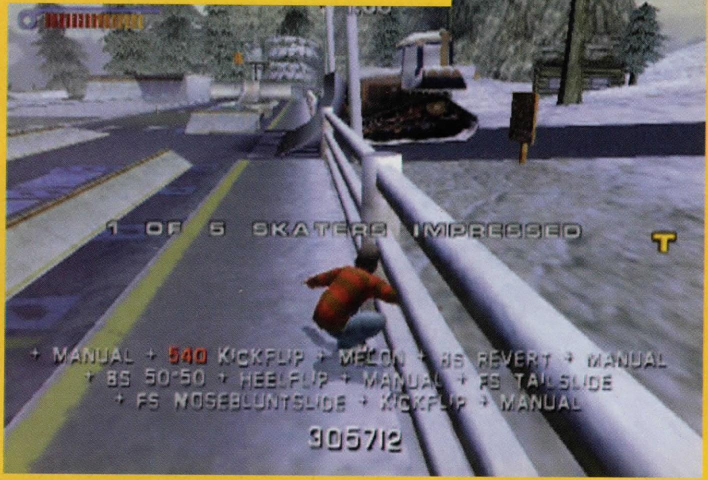
The Create-A-Skater option has been exhaustively revamped. It's possible to create very reasonable likenesses of yourself or, if you prefer, an eight-foot tall, 20-stone woman in a pirate's hat and 3D glasses. Outside of the obvious comedy value, this level of personalisation will prove invaluable when the game eventually goes on-line. To all intents and purposes, you'll be able to carve your own Internet skate park identity – with unique outfits, boards and trick sets.

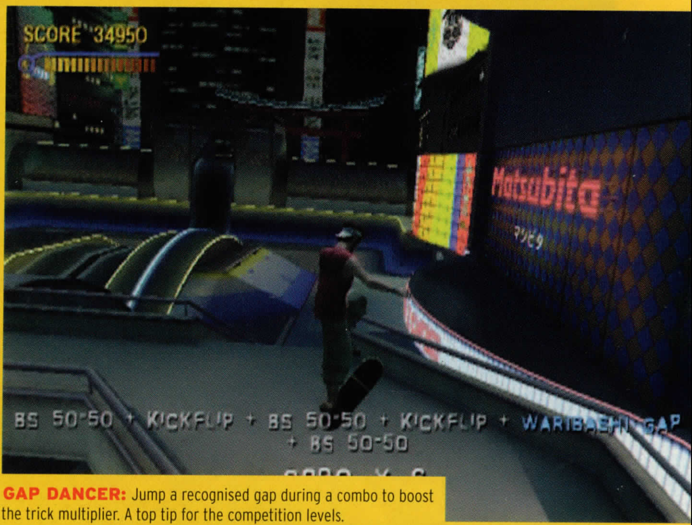
In PSM2#13, *THPS3* producer Scott Pease revealed his on-line plans, promising us Narrowband 56k modem compatibility out of the box. The developers are keen to create a virtual skate park, where gamers can hang out, exchange chat and take it in turns to dazzle each other with tricks. The flatland tricks were crucial to this strategy, as they can be performed in such a small space. Most of the standard two-player games from the PSone games, like Horse, ▶

COMBINATION HARVESTER

THPS3's scoring system has been perfectly balanced to reward your skills. As a basic rule, the flashier looking moves like, say, a Hardflip (300 points), score higher than a basic Kickflip (100 points), but the clever part is the way the individual scores are combined to produce your tally. For every trick you string into a combo, the combined points tally is multiplied by that amount. For example, an 11 trick combo worth 5000 points would be multiplied by 11 to give you a total of 55000. Trick multipliers can also be gained by spinning moves through 180° iterations – a 900° spin would multiply a trick's value by six. Repeating tricks in a combo will have the reverse effect – so the fifth time you use a trick in a run it'll only be worth 10 percent of its original score. As a loose rule of thumb, if a run *looks* the business, it'll usually score well. Phew.

SCORE CIAO: Knowing when to pull out of a combo is the secret to keeping hold of those sick scores. Greedy doesn't pay.

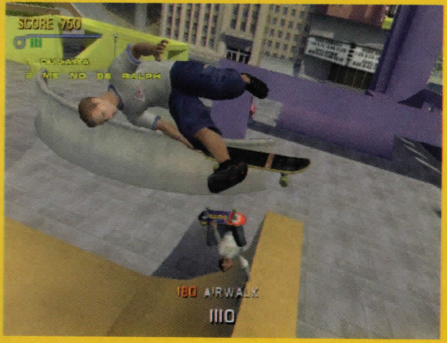

1 OF 5 SKATERS IMPRESSED
T
+ MANUAL + 540 KICKFLIP + MELON + BS REVERT + MANUAL
+ BS 50-50 + HEELFLIP + MANUAL + FS TAILSLIDE
+ FS NOSEBLUNTSLIDE + KICKFLIP + MANUAL
305712


SCORE 34950
Matsubita
BS 50-50 + KICKFLIP + BS 50-50 + KICKFLIP + WARIBASHI GAP
+ BS 50-50

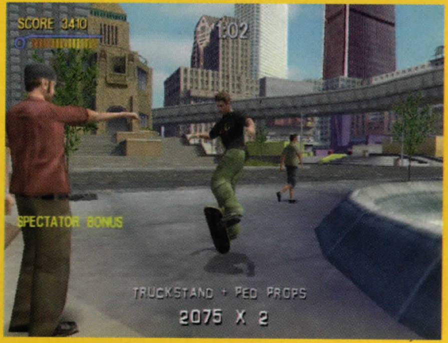
GAP DANCER: Jump a recognised gap during a combo to boost the trick multiplier. A top tip for the competition levels.

ON-LINE PLANS

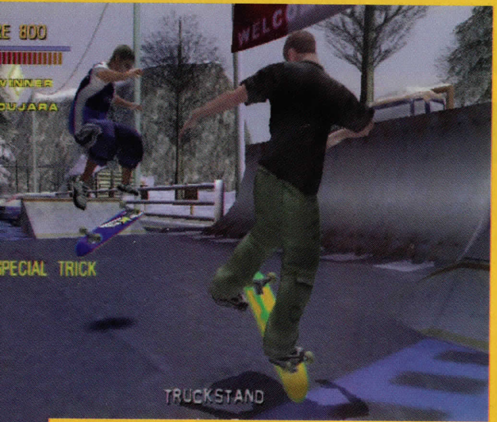
Though Sony haven't confirmed their on-line plans yet, Neversoft have pushed ahead and made *THPS3* network compatible. All being well, you'll be able to buy Sony's Network Adapter for £40, *THPS3* for the same, and sign up for Narrowband 56K access with a Standard Internet Service Provider – like NTL, BT or AOL – and enter Neversoft's global skate park. It sounds complicated, but it isn't – expect the instructions supplied with Sony's Network Adapter to walk you through the process in plain English. By, ooh, February 2002, you *will* be able to play *THPS3* on-line in the UK. Neversoft promise live four-player skate contests, which could possibly extend to eight-player if network speed allows.


SCORE 750
1 DUJARA
2 ME NO DE RALPH
180 AIRWALK
1110

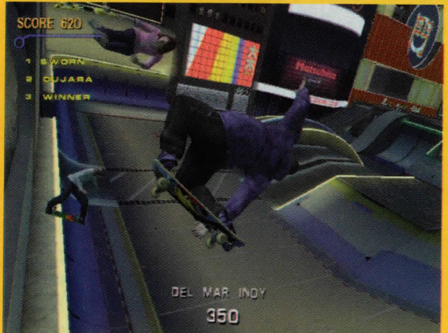
NO HALF MEASURES: The half-pipes will get crowded when Neversoft implement their on-line strategy in early 2002.


SCORE 3410
1:02
SPECTATOR BONUS
TRUCKSTAND + PED PROPS
2075 X 2

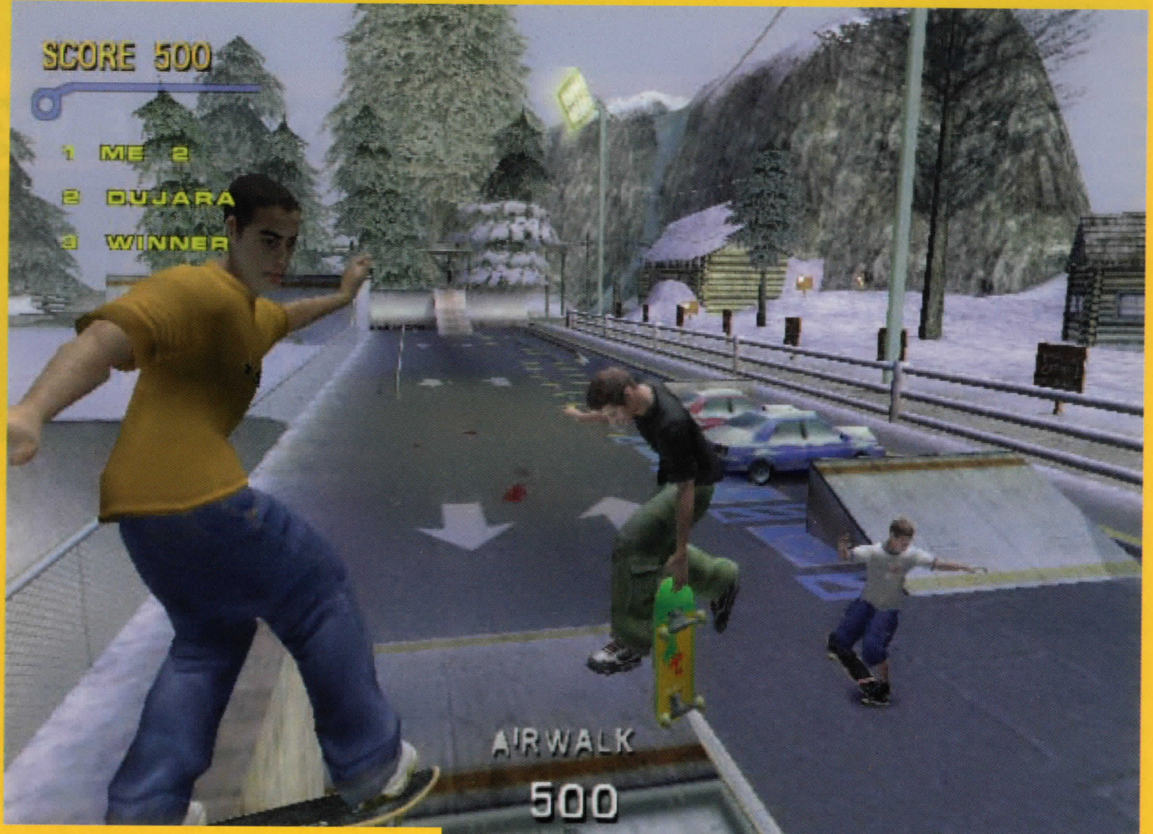
FLAT BEATS: Use the new flatland tricks to entertain spectators in enclosed places - perfect for on-line play.


WINNER
DUJARA
SPECIAL TRICK
TRUCKSTAND

TRUCKSTAND BY YOUR MAN: Two-player flatland trickery? just when you didn't think that things could get any better..


SCORE 620
1 SWORN
2 DUJARA
3 WINNER
DEL MAR INDY
350

TOKYO HIGHER: There'll be an expansion of the HORSE two-player game on-line, prompting fevered points grabbing.


SCORE 500
1 ME 2
2 DUJARA
3 WINNER
AIRWALK
500

THREE RADICALS: You'll be competing for space in the playable arenas with skaters that aren't controlled by CPU AI. Weird.

▶ Graffiti and Score Attack should make the leap on-line. The ball is firmly in SCEE's court, and depends on their ability to sell PS2 Network Adapters and establish a viable means of connection in the UK. As outlined in PSM2# 12, on-line games of *THPS3* could be a reality shortly after Christmas.

Until then, the game will offer i-Link network play akin to *GT3*. With two PS2s, two copies of the game and an i-Link cable, you'll be able to savour full-screen multi-player action. Longevity is further boosted by the improved Skate Park Editor, and a whole new host of unlockable extras. Neversoft would only smile when asked if more Marvel characters would make an appearance – but don't be surprised if Spider-Man or – you didn't hear this from us – Wolverine get the skateboard treatment.

There're a few months of development time left and Neversoft are reluctant to reveal the last few levels – so prepare for some outlandish surprises. After days of thumb-bleeding play, we can safely confirm *THPS3* is everything we'd hoped – and more. The same virgin-pure playability, but polished to perfection. If you're operating on a limited budget this Christmas, you may as well earmark £40 right now – it might be the safest radical investment you'll ever make. Personally, we can barely wait. **PSM2**

Tony Hawk's Pro Skater 3 is scheduled to be available to buy in November – plenty of time to butter up Santa, then.

DVD ACTION

Check out the DVD with PSM2# 11 for a sneaky look at *THPS3*. Our next issue's DVD will feature an interview with developers, Neversoft.

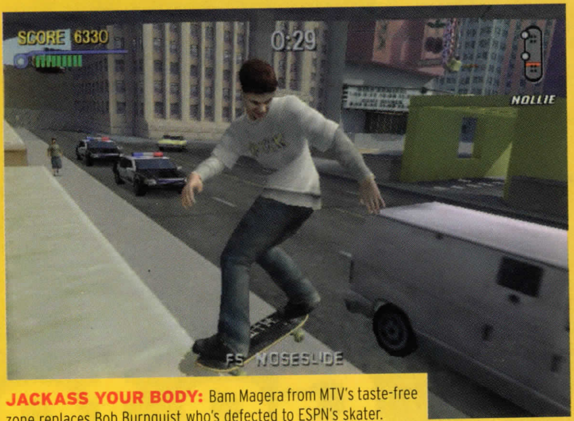
HANDS-ON VERDICT

The first thing that strikes you is the solid feel. The levels stretch deep into the horizon without any of the pop-up that blighted the PSone series. The LA level buzzes with traffic and irate pedestrians – you can even spot the Hollywood sign in the distance. When your skater slams, you really feel the impact – and the new range of bail animations are hilarious. The story-based challenges work well, though we can't help but feel the game's become a *little* too easy. We nailed four levels completely in just under two days. That said, the new control additions like the Revert and – especially – the flatland tricks make the game even more joyous and flowing than before. All the little glitches have been ironed to create an almost zen-like challenge of imagination and dexterity. It's probably the most rewarding score-based game in existence – certainly on PS2. We love the Create-A-Skater option, applaud the on-line potential and boggle at the depth of gameplay... do we need to go on? This is going to be huge. Being mean, it's a *bit* like the old games, but scrape past the surface, and it's a whole new beast.

You'll love it because...
It looks gorgeous, plays like a dream and will last for ages.

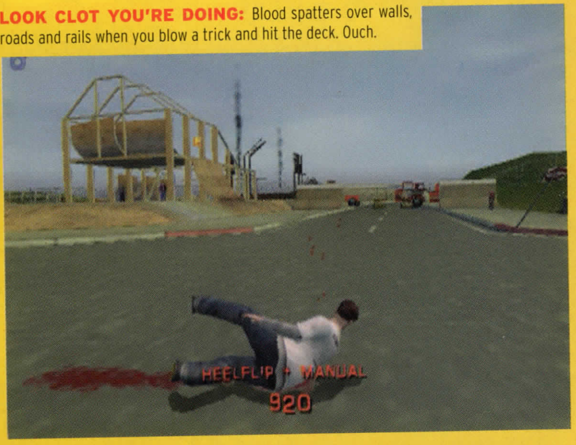
You'll hate it because...
You haven't got any patience, you don't like games.

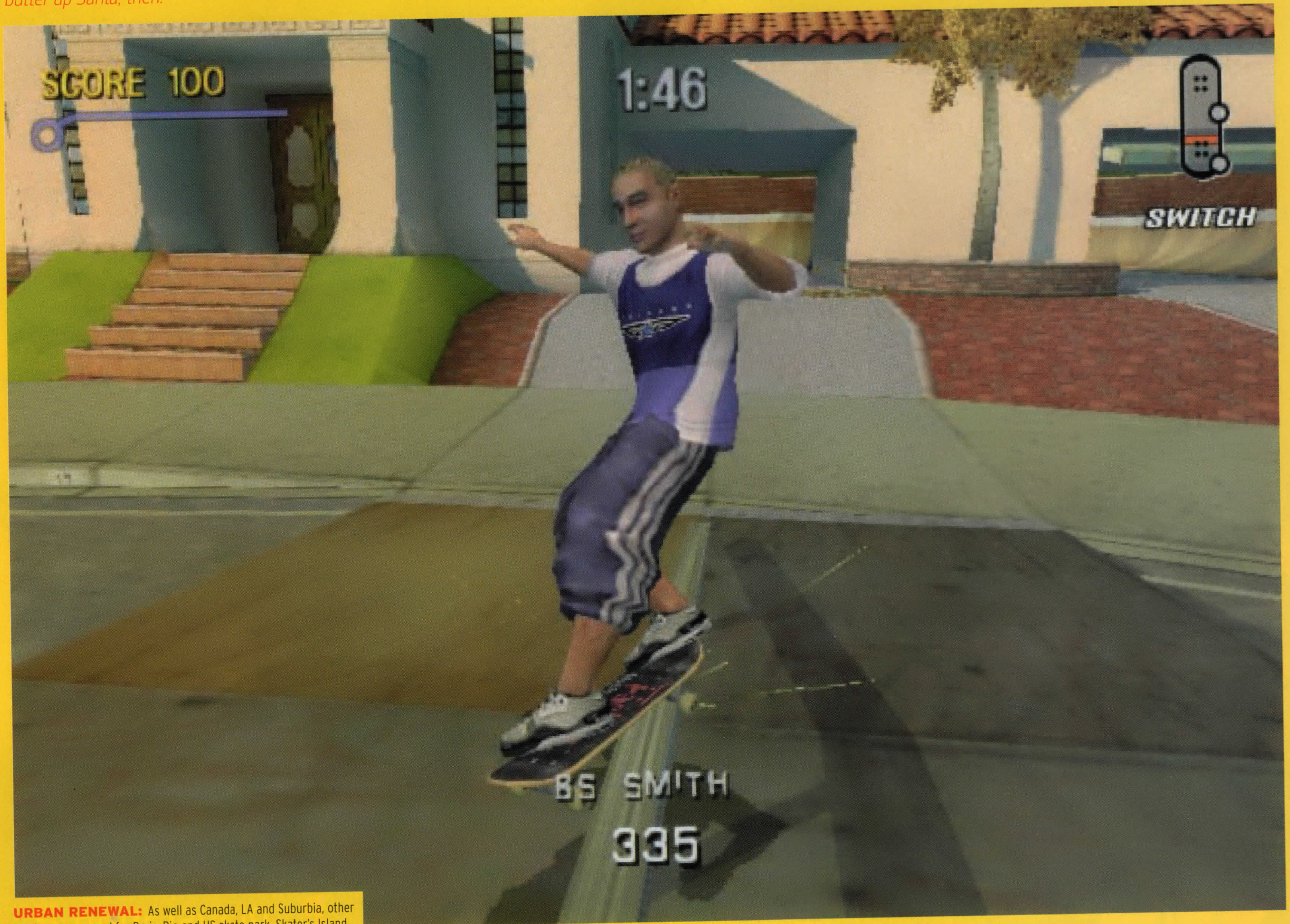
ORIGINALITY	★★★
HANDLING	★★★★★
PRESENTATION	★★★★★



JACKASS YOUR BODY: Bam Magera from MTV's taste-free zone replaces Bob Burnquist who's defected to ESPN's skater.

LOOK CLOT YOU'RE DOING: Blood spatters over walls, roads and rails when you blow a trick and hit the deck. Ouch.





URBAN RENEWAL: As well as Canada, LA and Suburbia, other levels are rumoured for Paris, Rio and US skate park, Skater's Island.

Go to Hell...
LEVEL 1
CORE
PlayStation 2

www.projectedengame.com

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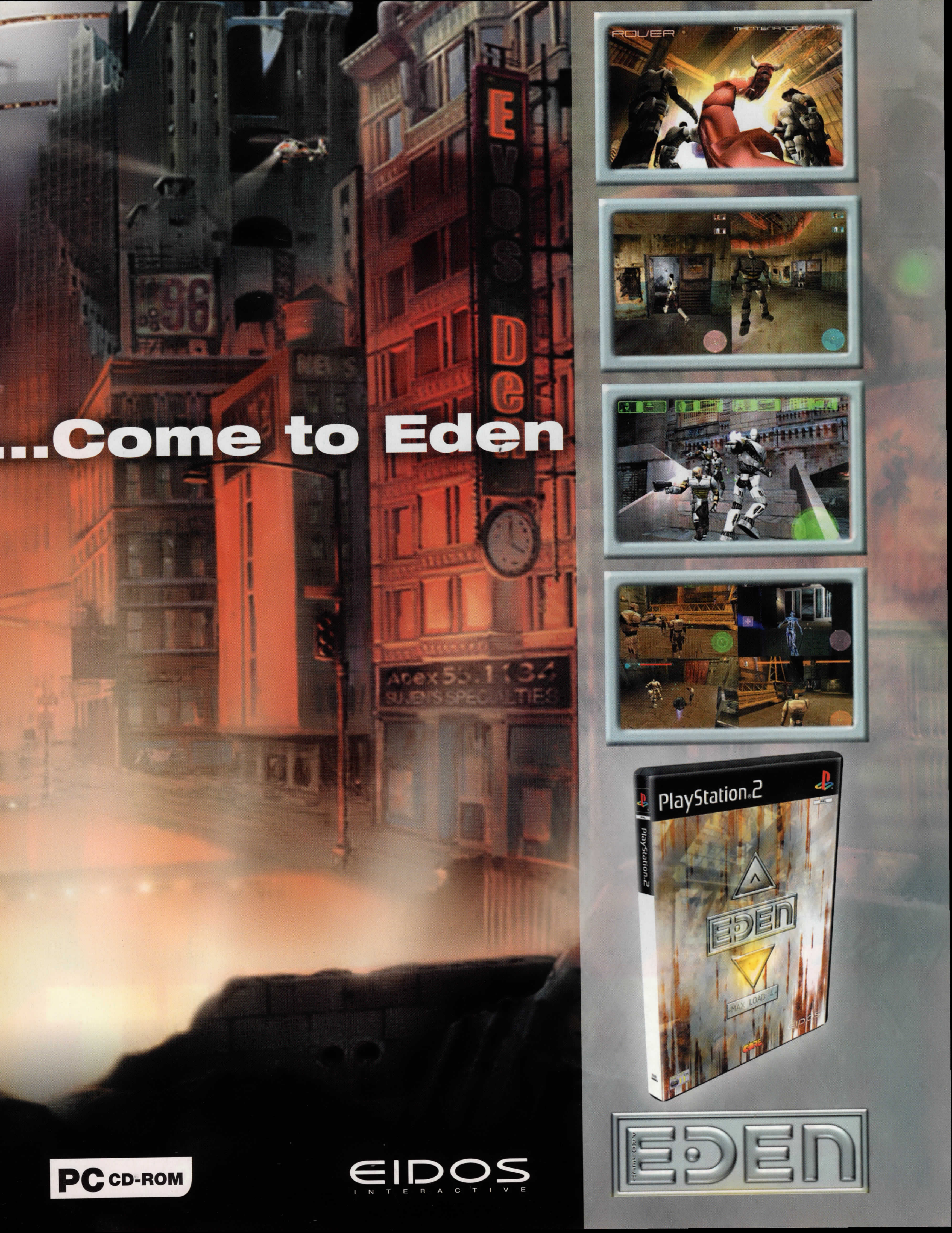

...Come to Eden
ROVER
PlayStation 2
EDEN
MAX LOAD
EIDOS
PC CD-ROM
EIDOS INTERACTIVE
EDEN

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

OUT UK NOVEMBER

BURNOUT

THIS IS ONE DRIVING GAME THAT ACTUALLY REWARDS MENTAL MOTORING

BurNout

INFO

- **DEVELOPER**
  Criterion
- **PUBLISHER**
  Acclaim
- **GAME TYPE**
  Racing

ANTICIPATED FEATURES

- Five single-player game modes: Championship, Duel, Single Race, Survival and Time Attack.
- Two-player split-screen Head to Head mode.
- Five vehicles available at the start of the game – others will be unlocked through completion of the Duel mode.
- More than 300 vehicles may be present on a course, with the traffic changing for each lap.
- Three courses available at the start of the game: USA Freeway, USA City and Euro Country. Others unlocked through completion of Championship mode.

WHERE IT'S AT...

- Criterion's 15-man *Burnout* team's currently finishing the beta version of the game.

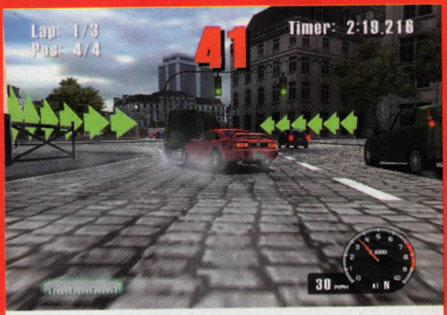
Being kept under wraps as their 'Shiny Red Car' project, Criterion's ballsy new racer gets revealed to the world for the first time on this month's DVD. Here's why it'll be the racer everyone's talking about this winter...

MR WHIPLASH: Marcus Hawkins

Nearly everyone reading PSM2 has a copy of *Gran Turismo 3*, or at least's planning to get one by Christmas, right? So why do you need to know about another racing game that'll be released in November, when you're playing the best one around? Well, because *Burnout* is something special, a home-grown game delivering more intense rubber-stripping racing action than any other title on PS2. Yes, even – whisper it – *GT3*.

But it's a different beast. Whereas *GT3* is a realistic car collect-em-up with much of its payback coming through the long-term challenge of its Gran Turismo mode, *Burnout*'s a full-on arcade racer, punching out more thrills per second right from the start.

It's not about precision driving – this is a game that actually rewards mental motoring. The more aggressive and spectacular your performance, the higher your overall 'Best Driver' score at the end of each race. The longer you drive on the wrong side of the road weaving through the traffic; the more you're involved in near-misses; the further you drift and skid; the better you're going to do. The more risks you take, the quicker your Heart ▶

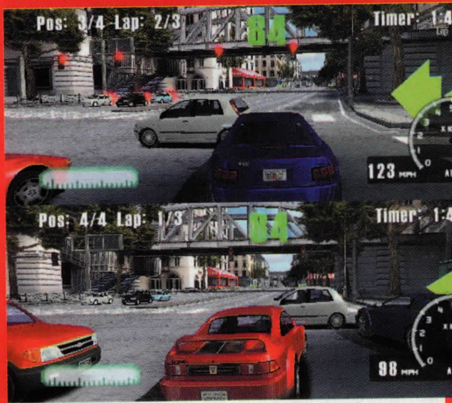


SPEEDY DOES IT: The noticeable thing missing from *GT3* is realistic car damage. Take a look at *Burnout* and be blown away.

SEE IT NOW!

On this month's DVD you'll be able to experience:

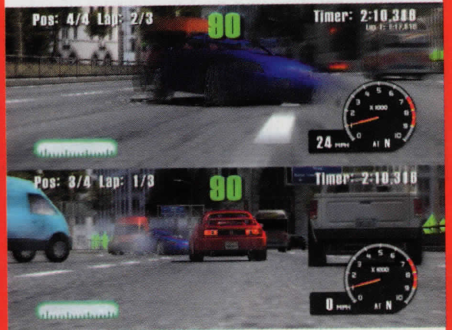
- The sheer speed of the game.
- Loads of near misses as your car weaves in and out of the city traffic.
- A final edit of crashes, with your car spinning for days.



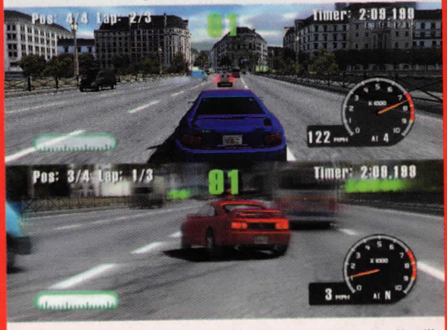
BUST A MERRY FIELD: Head-to-head races can feature two extra CPU-controlled drivers. Wipe the grins off their faces.

TIME SPLITTER

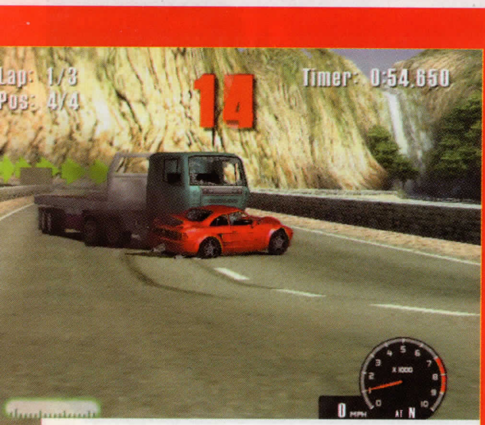
The Head-to-Head mode is a two-player split-screen game. You can throw in up to two CPU-controlled opponents and switch 'survival rules' on or off. If you go for the survival option, the element of damage takes precedence over the actual race.



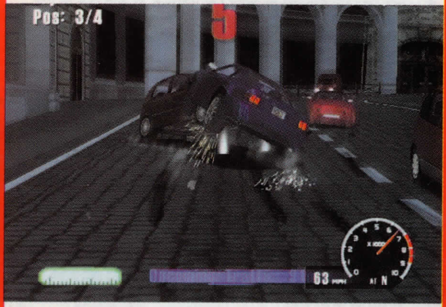
BLUR WITCH: The awesome crashes intensify the competition between you and a mate - get ahead while their replay kicks in.



BRAINING MEN: Drone drivers have reactive AI - they'll change their racing style depending on their position in the race.



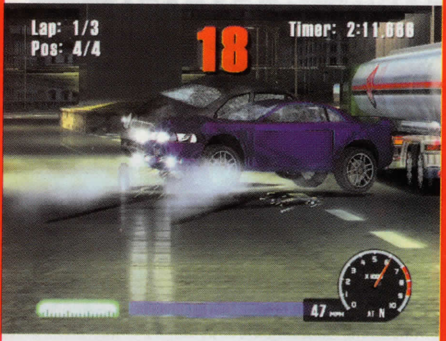
BANG LEE: The intensity of the real-time jaw-juddering crash sounds depends on where you hit the other vehicles.



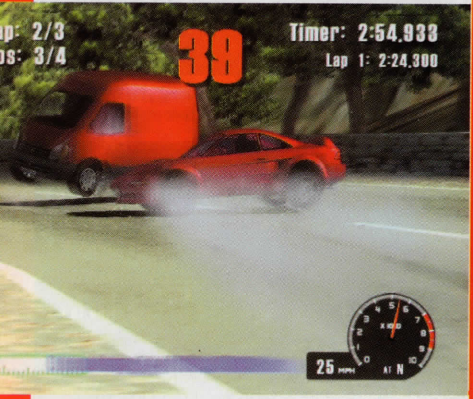
TOWN AND OUT: Smashing up cities in the dead of the night? This is the game the disappointing *Midnight Club* should've been.

HEART ACHE

Burnout features a simulated driver heart rate monitor, and in this game pulse means prizes (sorry). Basically, the more hazardous driving manoeuvres you pull off, the more your heart rate increases (as you'd expect) – and you get rewarded with bursts of turbo. It's literally a vicious circle where near misses are rewarded with the speed to turn them into direct, car-totalling hits.



DENT ALL: Crashes are the most dramatic and wince-inducing that we've ever seen in a videogame. You come away shattered.



OIL DO IT: The impact replays have an unusual smeared effect, rather like when you fight Tengu in *Dead or Alive 2*.

▸Rate/Boost meter will shoot through the roof. It's a searing, nerve-shredding, blood vessel-bursting burn from start to finish.

But the lure of a huge score isn't the only reason you'll want to drive like a spud-brain. Experience your first violent *Burnout* crash and you'll be hooked. The second you thunder into another vehicle, the camera switches to a dynamic 'replay' view, reminiscent of the Bullet Time stuff from The Matrix, emphasising the tremendous impact *you* just triggered. (Watch the action on this month's DVD and just try to stop yourself from wincing.) After five seconds the crash scene ends, and you'll be restarted with an undamaged car at the side of the track.

Although crashes come frequently, this style of replay-fuelled presentation doesn't feel as disruptive to your racing momentum as it sounds. In fact, the opposite, it gives you more of a rush, an increased sense of urgency. Six of the in-race music tracks react to the action, their mood and tempo changing according to crashes and time left – another layer of trauma leaving you as shaken as Connery's vodka martini.

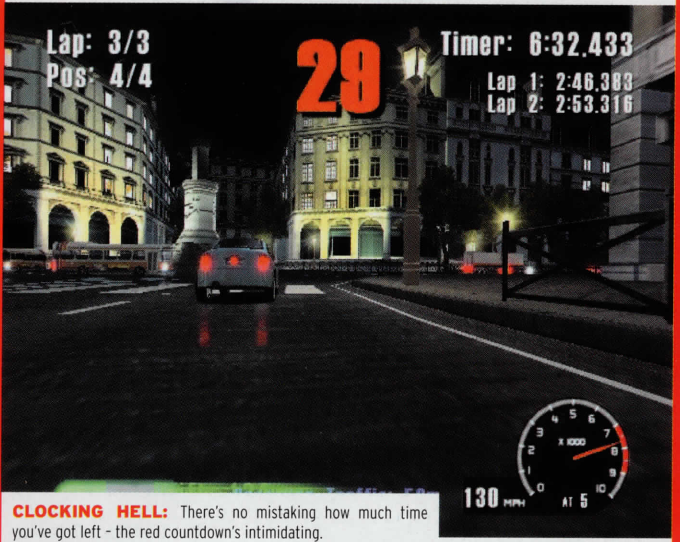
The fact that you'll be forced to race through courses packed with more than 300 vehicles isn't going to ease your nerves any. The 14 courses are spread over three main locations – USA, Europe and Oriental – and the traffic weaving through their streets behaves intelligently.

Cars, taxis, vans and trucks have all been programmed with three different types of behaviour, so they react accordingly to you and your CPU opponents (roaring their horns, flashing their lights or just trying to get out of the way). They'll stop at traffic lights, wait at junctions and even slow down to rubberneck at crashes. The traffic you'll be dodging through on each lap will be different, as it will be when you tackle the mirrored courses and when going head-to-head against a friend.

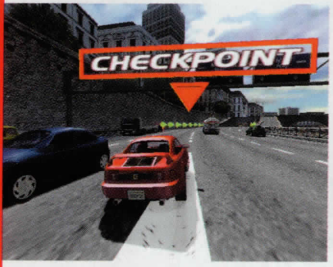
It's pretty difficult to express the roller coaster of emotions that *Burnout* takes you on. But remember the movie, Ronin, where Robert De Niro

FEED ME QUICKLY

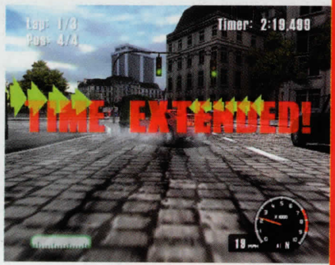
Burnout's so damn old-skool arcadey, it's brilliant, and the visual clues emphasise this. Your route never seems confused, thanks to the rows of six-foot-high green arrows funnelling you in the right direction. The pressure's constant, thanks to the large red timer countdown at the top of the screen. The essential early traffic warning readout and your rewards for drifts, near-misses and the like are smeared in at the bottom of the screen. The only concern we had was with 'Time Extended' appearing as large letters in the middle of the screen, obscuring your view a little. But that's the only grumble so far.



CLOCKING HELL: There's no mistaking how much time you've got left - the red countdown's intimidating.

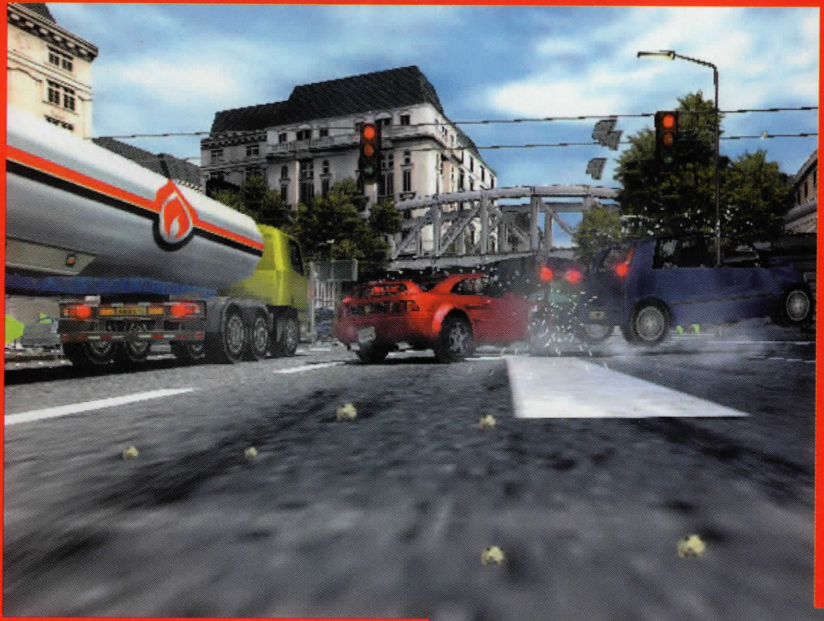


POINT BRAKE: The signposting's bloody obvious - and essential when you're rocketing.

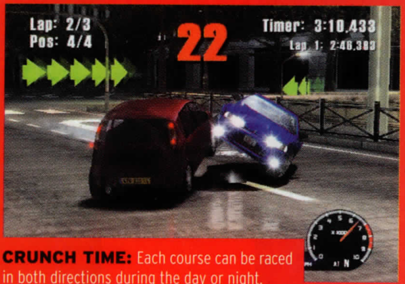


TYRED EYES: Look through the letters for the lime arrows - they show you the way.

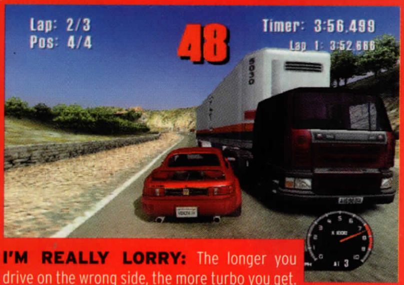
> "IT'S THE KIND OF GAME YOU PLAY IN SHORT, DAZZLING BURSTS, AND COME AWAY STUNNED AT THE FEROCITY OF THE IMPACTS AND THE WHITE-KNUCKLE INTENSITY OF THE SPEED"



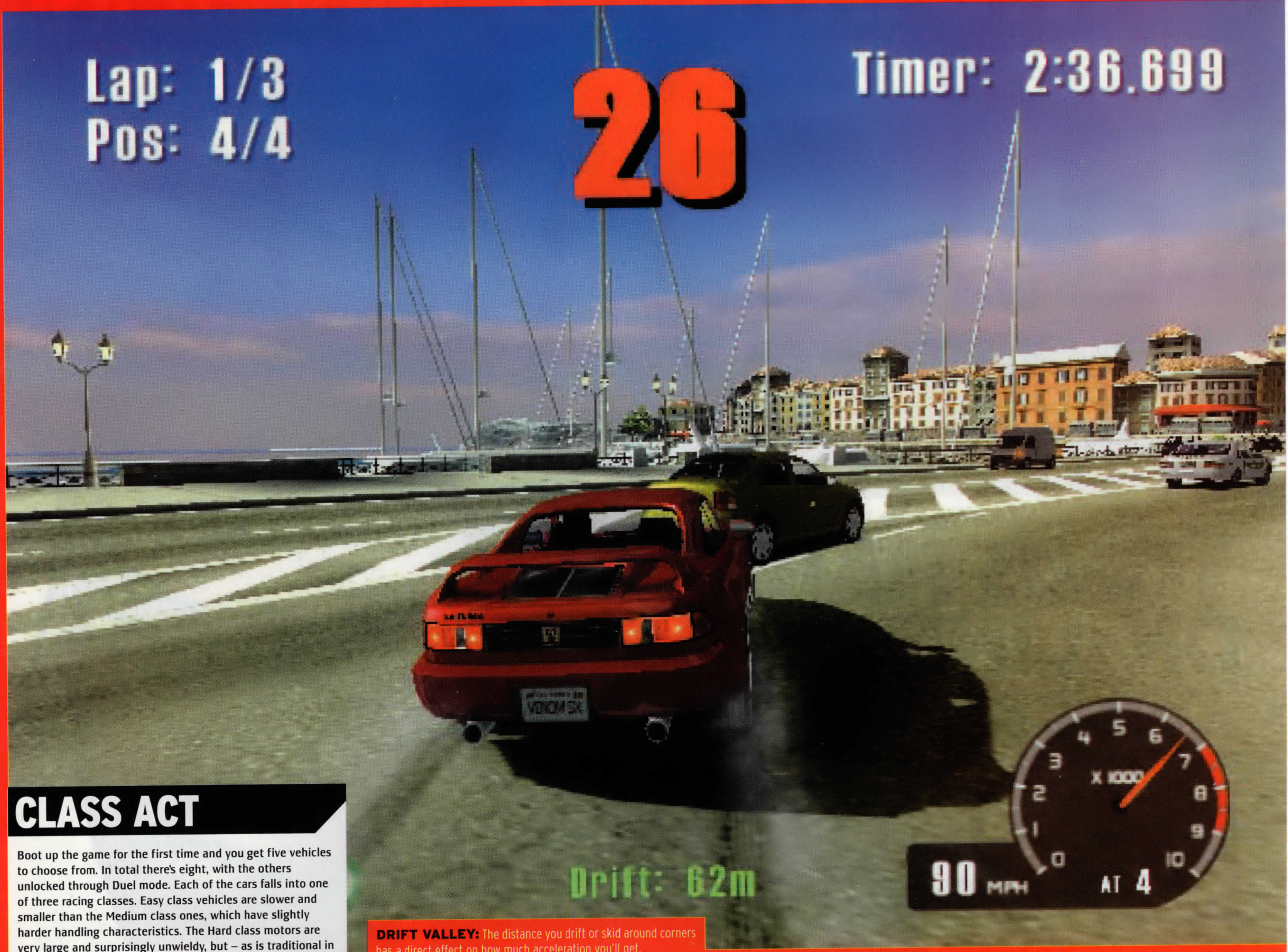
IMPACT POINT: 'Localised deformation' is used to simulate authentic damage - cars dent and crumple as they would in real life.



CRUNCH TIME: Each course can be raced in both directions during the day or night.



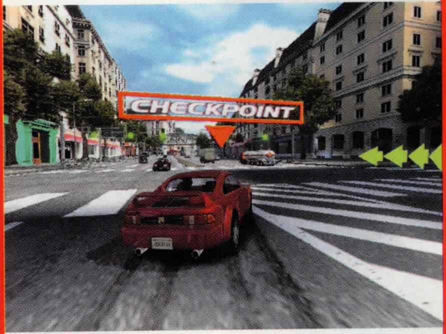
I'M REALLY LORRY: The longer you drive on the wrong side, the more turbo you get.



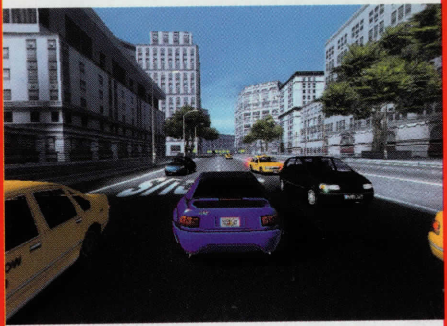
DRIFT VALLEY: The distance you drift or skid around corners has a direct effect on how much acceleration you'll get.

CLASS ACT

Boot up the game for the first time and you get five vehicles to choose from. In total there's eight, with the others unlocked through Duel mode. Each of the cars falls into one of three racing classes. Easy class vehicles are slower and smaller than the Medium class ones, which have slightly harder handling characteristics. The Hard class motors are very large and surprisingly unwieldy, but – as is traditional in racing games – these suckers are much tougher in collisions.



CHERRY POKE: In early versions of *Burnout*, the 'shiny red car' (which gave it its working title), was the only one available.



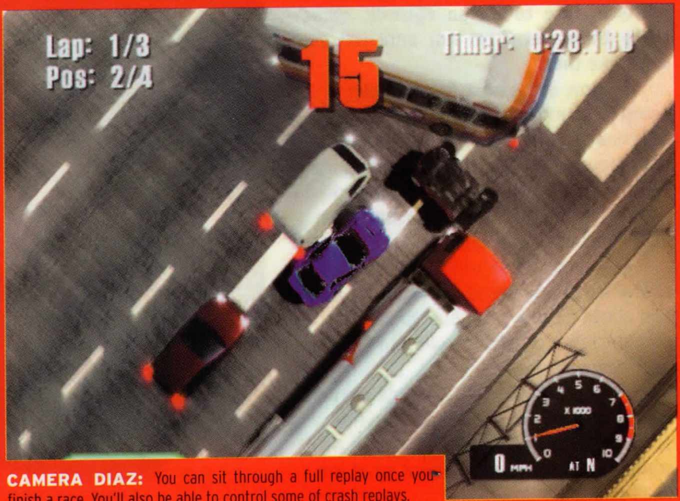
GLOSS FINISH: Each vehicle model comes with full environment mapping on its highly waxed bodywork.

and mates cannoned around tight European streets at bowel-slackening speed? That's the kind of edge-of-the-seat sensation Criterion are trying to give you in *Burnout*. You'll race on busy roads around the world, from those same influential European city streets to freeways in the USA and back again to Europe for some country action, all against tight checkpoint-peppered time limits.

It's not a free-roaming, go-anywhere racer. Rather, it's a traditional lap-based challenge, with you competing against three computer opponents in the Championship races, and against one tough opponent in the Duel races (snatching his car if you beat him). Throw in an edgy Survival mode – where you need to complete three laps without crashing (just watch how tentative you are on your first few tries) and you've got one hell of an exhilarating experience. Believe us, this game is *fast*.

A few people have expressed their concerns about 'the point' and 'the lifespan' to us, but we think they're missing the point themselves a little.

This is a pure arcade racer with arcade-style handling. It's not pretending to be a driving sim where you can go anywhere in your favourite cosmopolitan cities, or build up a garage of the world's greatest sportsters. It doesn't need 50+ courses as long as the ones in there have been playtested to perfection (after all, you must have your own favourite *GT3* tracks which you return to time and again). Its long term entertainment value will come from the crunching contentment at its core. Its coding team seem to know racing games inside out.



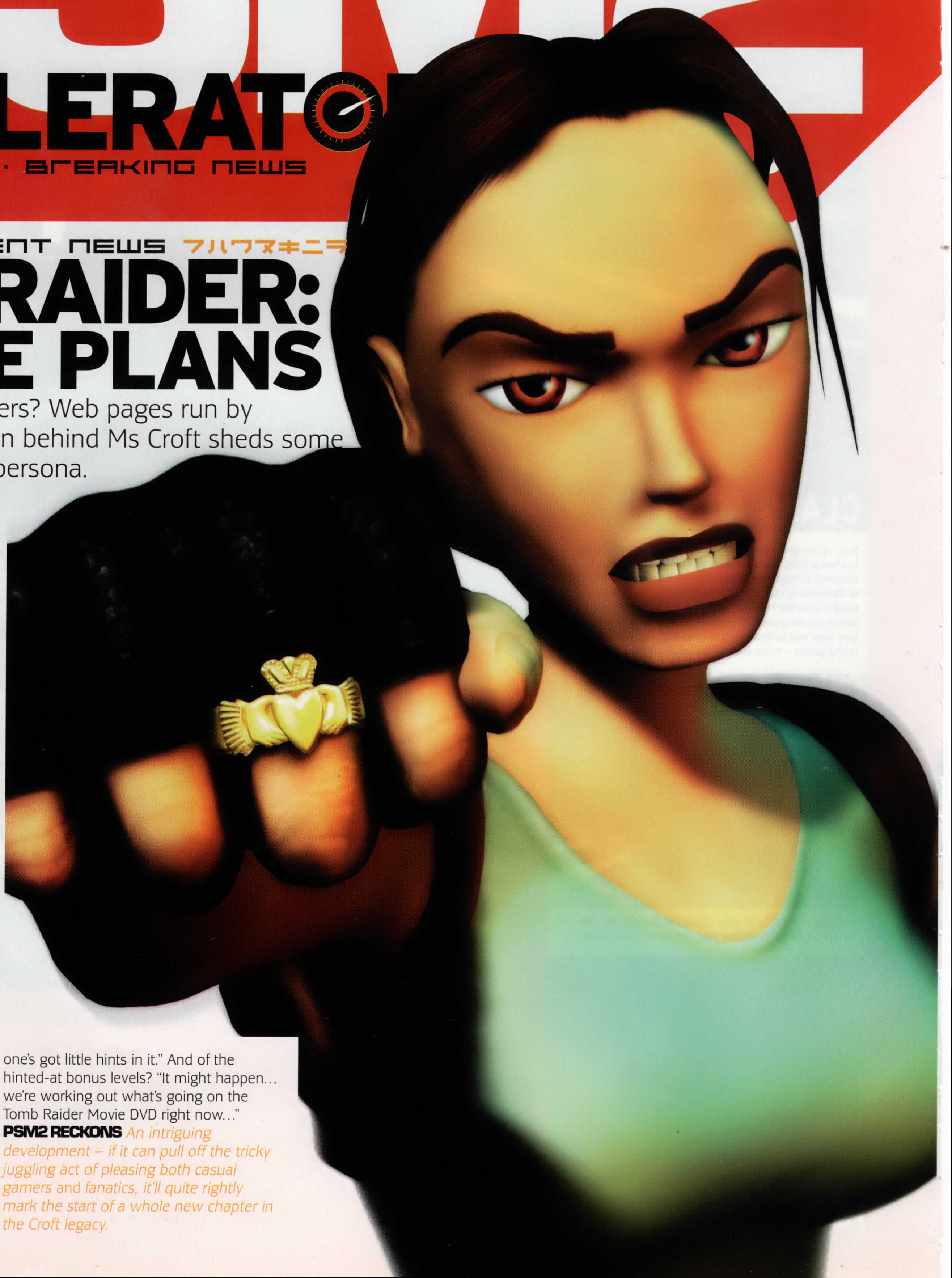
CAMERA DIAZ: You can sit through a full replay once you finish a race. You'll also be able to control some of crash replays.

Burnout's the kind of game you play in short, dazzling bursts, and come away stunned at the ferocity of the impacts and the white-knuckle intensity of the speed. It's the kind of game that spans all ages and gaming abilities, and we're convinced it'll be a hit in Europe, the States and even make the transition to Japan. And there's no greater accolade than that. **PSM2**

>UK DEVELOPMENT NEWS フハワヌキニラ

TOMB RAIDER: ON-LINE PLANS

Extra levels? New characters? Web pages run by religious fanatics? The man behind Ms Croft sheds some light on her new, on-line persona.



If you were expecting the 'episodic' nature of Lara Croft's first adventure on PS2 (due Winter 2002) to basically mean shelling out for the first level on a disc, then downloading *Part Two: Lara Goes To Switzerland* from the Internet the following week, relax. "It depends on what Sony do," Core Design's Adrian Smith told PSM2. "We're not even sure the infrastructure to do an episodic game's really there yet... I'm not sure it'll ever work like that."

So how *is* the next *Tomb Raider* going to change the way we perceive adventure games? Well, Core's coding team have spent the last year writing the Tomb Raider Bible – a hefty tome packed with information about what happens in Lara's foreseeable future.

The overall plot's too vast to be contained in one game, so expect to be told about people you never encounter and reach the conclusion without tying up all the loose ends.

This is also where the on-line element comes in – as you get deeper into the story, you'll be able to access hidden content explaining more about what the hell's going on.

Core have already started registering secret URLs related to the game – so once you stumble across the game's religious extremists, typing their name into your browser might provide valuable insight into the mystery. "We see the on-line element benefiting diehard gamers for a more immersive experience," Smith reveals. "It's like the X-Files – you can work out the plot from five episodes, but every single one's got little hints in it." And of the hinted-at bonus levels? "It might happen... we're working out what's going on the Tomb Raider Movie DVD right now..."

PSM2 RECKONS *An intriguing development – if it can pull off the tricky juggling act of pleasing both casual gamers and fanatics, it'll quite rightly mark the start of a whole new chapter in the Croft legacy.*

IN SEINE IN THE BRAIN: Lara's in Paris to meet an old friend - and to 'acquire' something from the Louvre.

TOMB RUMOURS

Digging for truth with PSM2

RUMOUR: Lara's going to be globe-trotting across the obligatory five locations, including Egypt and the Antarctic.
FACT: Four locations were originally planned, but now that's been cut down to two – Paris and Prague. Don't expect this to limit the game's scope, though – the team have modelled huge sections of each city for Lara to clamber around. It isn't as easy as scanning a few shopfronts in, either – as Adrian points out, "Because she can climb *anything*, it's been a logistical nightmare." Still, we've always wanted to shin up the Arc de Triomphe.

RUMOUR: Lara starts the game wanted by the rozzers.
FACT: True. In fact, she's wanted for a murder – but we're also told that it'll make sense in the context of Lara's life and have historical resonance. At this point, Adrian went a bit cryptic, started talking about Dr Jekyll and saying "She's clearly guilty". Well, she *has* shot quite a lot of people in her time.

RUMOUR: There's going to be an RPG-style experience points system.
FACT: Not quite. Depending on the route Lara takes through the game, her abilities improve – so if she sprints everywhere and shoots at everyone she meets, her speed and accuracy will improve. Risk-takers will be rewarded, too – as her jumping and grip strength get better, she'll be able to reach otherwise inaccessible areas. Just don't expect to be assigning points.

RUMOUR: Lara's a changed woman.
FACT: Well, the poor love's had a near-death experience, and she doesn't arrive in Paris sporting her usual Uzi-hotpants combo, but she'll be doing plenty of leaping and quick shooting. She's also got a partner – Curtis – so there are now two playable characters…

VESTED INTEREST: Core are reportedly planning to develop a separate franchise for new bloke Curtis.

COSTUME DRAMA: This look isn't final - we've seen Lara sporting a floor-length duster coat and shades.

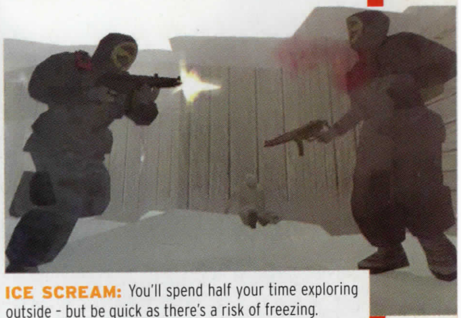
TO THE MANOR BORN: Part of the reason for the new plot's to get away from Lara's aristocratic background.

›FIRST LOOK シフ三カ/

THE THING: FIRST SHOTS

Finally, we can reveal one of the most sought after survival horror games on PS2. Developed by Computer Artworks (they coded respected arcade shooter *Evolva* on PC) and published by Vivendi Universal, *The Thing* is based on John Carpenter's goopy 1982 remake. Or rather, it follows what happens after the movie reached its chilly climax…

After the unexplained deaths of an entire US scientific team based in the Arctic, a joint US and Norwegian military unit arrive at the base to identify what happened. They obviously don't know what to expect – but we do, making the playing experience one soaked in terror and suspense.

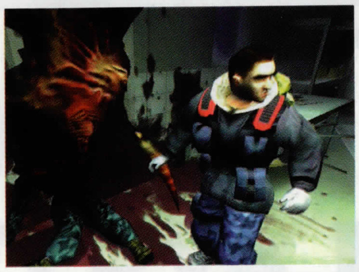


ICE SCREAM: You'll spend half your time exploring outside - but be quick as there's a risk of freezing.

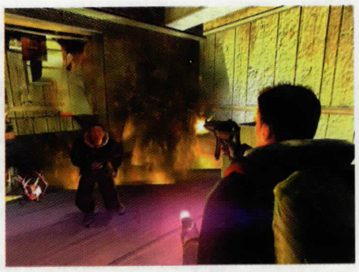
Your team is made up of engineers, medics and soldiers, and as the game progresses you'll be drawn into a sick guessing game – who's infected, do the others think you are, who do you kill?

The game's viewed from unnerving set camera angles, but during action scenes you can switch to a third-person perspective. You'll also be able to toggle your weapons from auto-fire to manual (with lock-on). Most of the tension will come from the quiet moments in the game though, where you try and keep your team together.

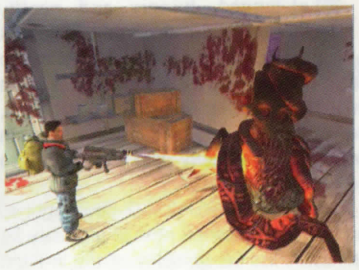
PSM2 RECKONS *As long as it goes for taut atmospherics over bloody battles, we reckon it'll be a hit.*



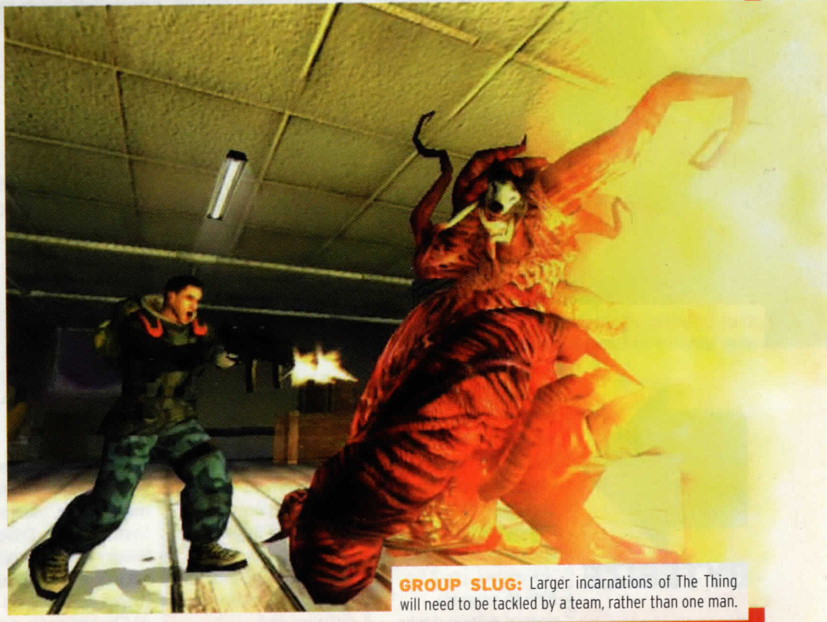
THINGS ARE LOOKING UP: The creature takes on many forms - from scuttling spider to visceral tree.



SHOOTS MON: You'll need to turn your gun on your own soldiers if they're convinced you're The Thing.



FLAME AT LAST: The flame-thrower's a weapon you'll rely on when faced with The Thing's larger forms.



GROUP SLUG: Larger incarnations of The Thing will need to be tackled by a team, rather than one man.

DEVIL WOMAN: For all her bubbly smiling on the trailer, Elise is one of the most ruthless racers.

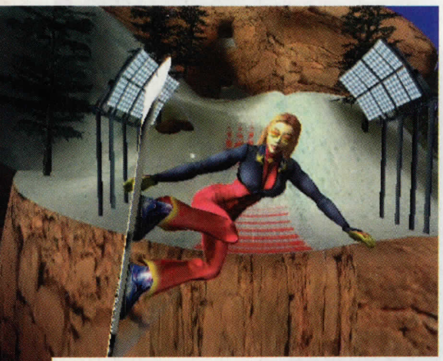
›FIRST IMPRESSIONS フハワヌ

SSX TRICKY: PSM2 PLAYS IT FIRST!

EXCLUSIVE! • EXCLUSIVE! • EXCLUSIVE! • EXCLUSIVE! • EXCLUSIVE! •
FIRST OPINION!
SSX Tricky
PSM2's the magazine that was born to bring you SSX!

Jet-lagged, hungry and nastily sweaty, you probably wouldn't expect to be looking forward to standing in a big windowless room while the sun blazed outside. But then, you wouldn't be one of the first people in the world to actually *play* the sequel to the best game on PS2.

Was it worth PSM2's 12-hour flight to San Francisco mashed next to a sweaty fat man with Miss Congeniality on the in-flight entertainment? Sweet Jesus, yes.



THE LOVING TONGUE: Elise's sultry rival Marisol will speak Spanish in the European version.

First of all, the existing courses have been massively improved.

"We've probably spent longer changing the existing tracks than making the two new ones," Steve Rechtschaffner, producer of *SSX Tricky* tells PSM2. "Pipedream's got some huge surprises at the bottom, Tokyo Megaplex has four levels to it now… even Untracked feels completely different."

Tokyo Megaplex is indeed virtually unrecognisable, a multi-layered wonder full of huge flumes, impossible grinds and moody rave lighting. Short-cuts have been added, rails have been extended, and the courses now change depending on whether you're playing in World Circuit or Show-off mode.

The new Garibaldi course is a freestyler's paradise – early on, there's a breathtaking moment where you base-jump off a 600-foot cliff, plummet through a fog bank, holding your grab until the ground looms up out of the mist.

Alaska's the new course of choice for expert players, with an immense mogul run providing one of the many highlights.

With the new character relationship system, everyone's either a Friend or Rival. A bar shows how they feel about you at the start, going up or down depending on whether you hit them.

Reactions vary from verbal annoyance to implacable aggression – upset Seeiah, and she shouts at you with Macy Gray's voice, but poke Luther-Dwayne once and he'll never forgive you. Adding to the atmosphere, brief cut-scenes at the start and end of the race hint at how the racers feel, and the commentator picks up on who's gunning for who.

Finally, there're the Uber-moves. We weren't sure how they'd fit into the game – and yes, they look a bit odd – but they add a whole new layer to the trick system, rewarding a well-timed, collision-free run with amazing visuals and obscene scores.

"We've got a new trick system where your score comes up in different colours depending on how high it is," explains Steve. "The new grind physics make it easier to put big combos together, so you'll be seeing some huge scores this time." What more of an invitation did we need..?

PSM2 RECKONS *Impressive, then? Well, we've played SSX into the ground, and the new version still had us sneaking off for extra goes when we could have been drinking beer or sunbathing like everyone else. This is the sequel of winter 2001.*

NOW YOU SEEIAH: The skinhead freestyler's gravel-tinged voice comes courtesy of Macy Gray.

BYTESIZE
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›UK: Now this is bizarre – a partnership between EA and Batchelors, purveyors of finest Cup-a-Soups. The fruit? Well, to coincide with the launch of *SSX Tricky* in November, you'll be able to snap up special edition packs of Tricky Super-Noodles. All 11 flavours. Fantastic.

›JAPAN: Sony Music Entertainment will be launching two volumes of Sega game music (Segakon: The Best of Sega Game Music) in October and November in Japan. Each two-disc compilation will feature classic Sega game music spanning their Arcade, Master System, Mega Drive, Saturn and Dreamcast catalogues. We predict there'll be a helluva lot of *Shenmue* on 'em…

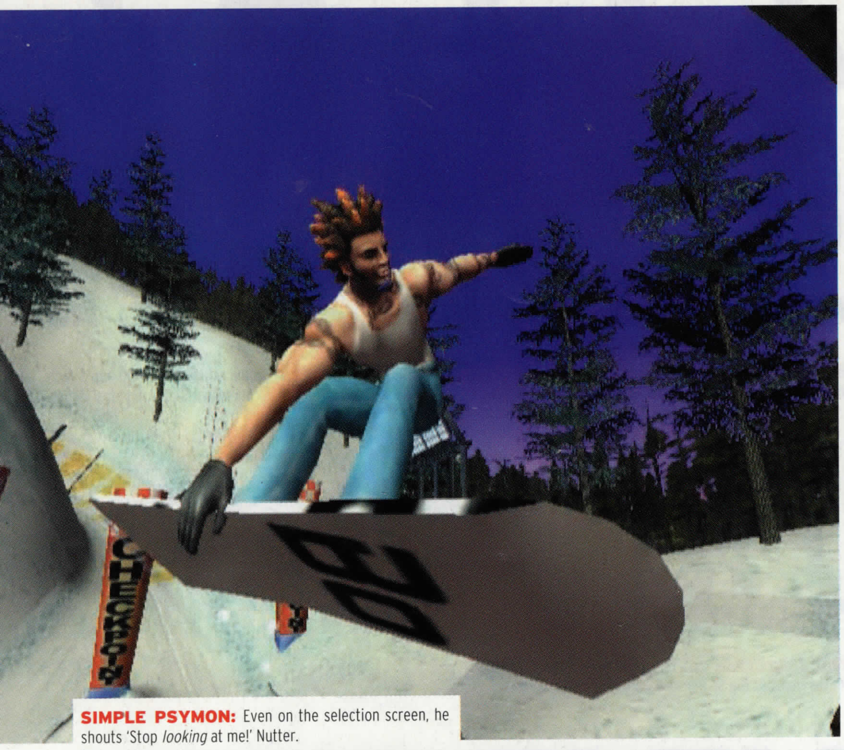
›US: PSM2 has learnt that in LucasArts' *Star Wars: Racer Revenge*, Anakin Skywalker is aged 17 years old. Could this reflect events in the new Star Wars movie, Attack of the Clones? The developers wouldn't be drawn…

›US: It looks as though American PS2 owners are getting an enhanced version of Studio Liverpool's *Formula One 2001*. The NTSC code is being optimised to perform more accurately with Logitech's GT Force wheel (essentially, it'll be harder to steer your car when travelling at the lowest and fastest speeds, and the vibration function – now separate from the force feedback option – will be more sensitive).

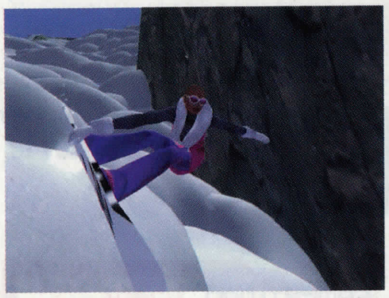
›JAPAN: *Rez* – the bizarre musical shoot-em-up t'ing from Sega (see pg 127) debuts at the massive WIRE01 rave party in Yokahama this month. Let's see if spazzed-out Japanese clubbers can get their shrinking minds around it…

TRICKS 'N' TREATS

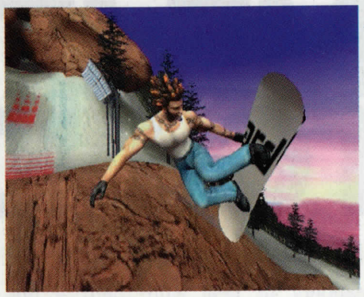
Or 'Joel's two obsessive days spent in the hunt for those elusive Super-Uber moves'.



SIMPLE PSYMON: Even on the selection screen, he shouts 'Stop *looking* at me!' Nutter.



DYNAMIC SPLIT: One of Alaska's highlights is a vast moghul run where boarders can choose their own path.



SPIN ME RIGHT ROUND: When you hit a high-light point, the action stops and the camera spins. Classy.

DAY 1

9:30 AM

Get to the first day of EA's events, grab my name tag and scoot straight for the *SSX Tricky* pods. They're surrounded by Americans who arrived half-an-hour ago. Arse-cakes.

9:57 AM

Someone leaves a pad alone momentarily. I prepare to pounce – then producer Steven Rechtshaffner turns up, and starts telling me about the new character relationship system. It's very interesting, and he's a top bloke – but I want a *go*.

10:14 AM

Steve guides me though a bit of the incredibly secret new Pipedream course, to show off the game's improved half-pipe physics. To get things back on track, I casually mention my top score's over half-a-million. He seems impressed, but holds onto the pad. Gyaaah.

10:30 AM

Finally. I pick new bloke Eddie, desperate to see that giant ginger 'fro in action (see PSM2 #12). Let's gooo...

10:31 AM

As soon as the race starts, I give Brodi a slap. The Adrenaline Bar flashes KNOCKDOWN, fills up with boost and a sample of Run DMC belting out It's Tricky enters the musical mix.

12:05 AM

It turns out that you do an Uber-move by doing a grab, then hitting ⊚ – like a tweak in the old game – but your Adrenaline bar has to be full. I manage a Body Board with Moby, then try to be nonchalant as the Americans behind me whoop enthusiastically.

1:00 PM

The Americans all go for lunch – an enormous, cholesterol-dripping feast of burgers and hot dogs. I take advantage of the suddenly deserted room to play until the early code crashes and starvation kicks in.

2:30 PM

Spend the afternoon looking at other stuff, and beat the producer of *Simpsons Road Rage* at Capture-The-Passenger mode. Apparently, lighting up the six letters of TRICKY gives you the chance to do a Super-Uber move. Rush back for another go, but only get an hour in before it's time to go home. I tell Larry LaPierre – *Tricky's* Development Director – he's a genius, shake his hand a bit too enthusiastically, then run for the bus.

DAY 2

2:00 PM

Spent the morning playing *FIFA* and *Agent Under Fire*. Start playing *Tricky* again. In a darkened room. Alone. Not leaving without doing a Super-Uber.

3:05 PM

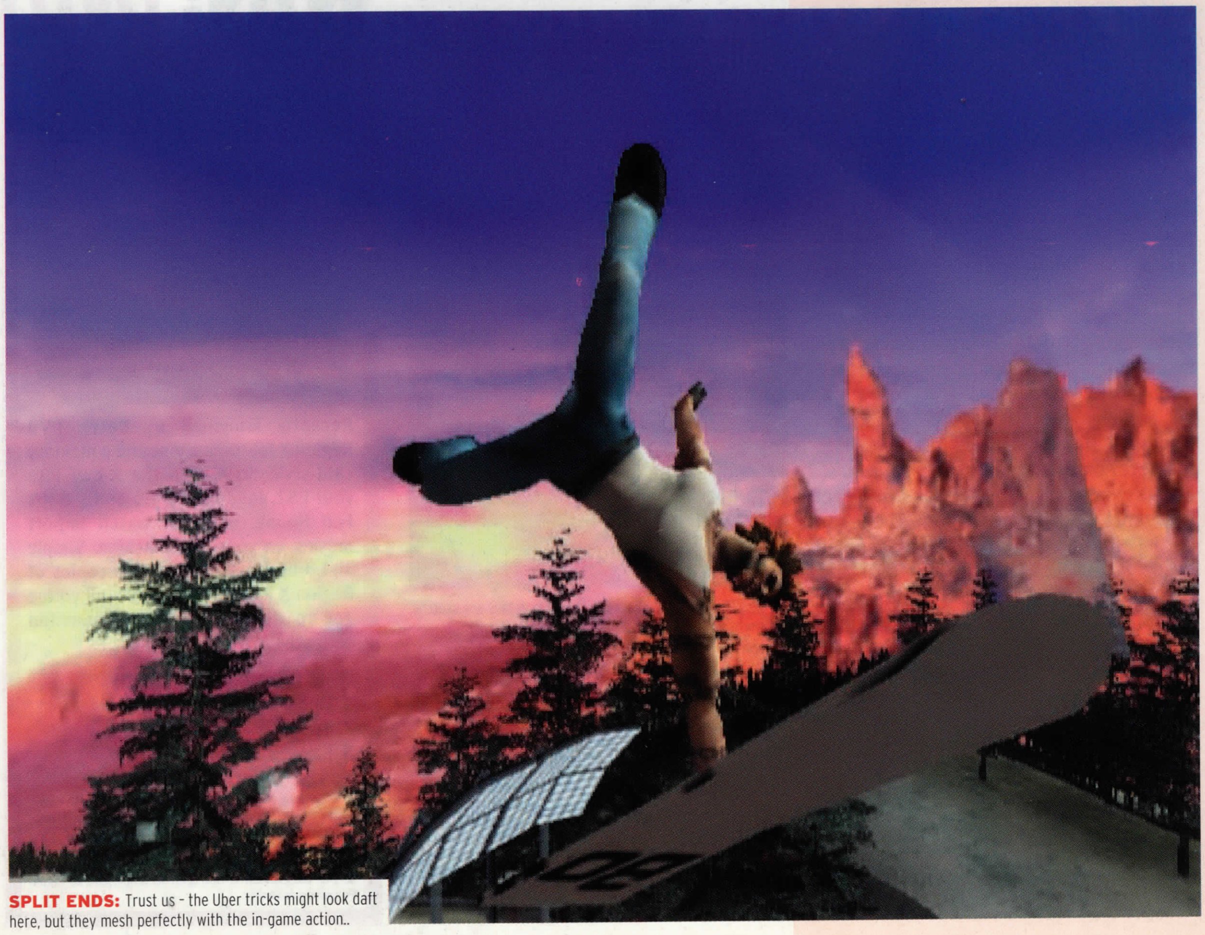
Can now do Uber moves combined with spins, leading to some frightening effects and names like the Backside Rodeo 720 Switch Scooter. Doing six in a race is a different matter, though...

4:15 PM

Finally light up the entire TRICKY bar. Briefly elated, pause the game, and rush out of the room to find someone who can tell me how to do Super-Ubers. No-one knows, and Steve and Larry have gone back to Canada. Gumph.

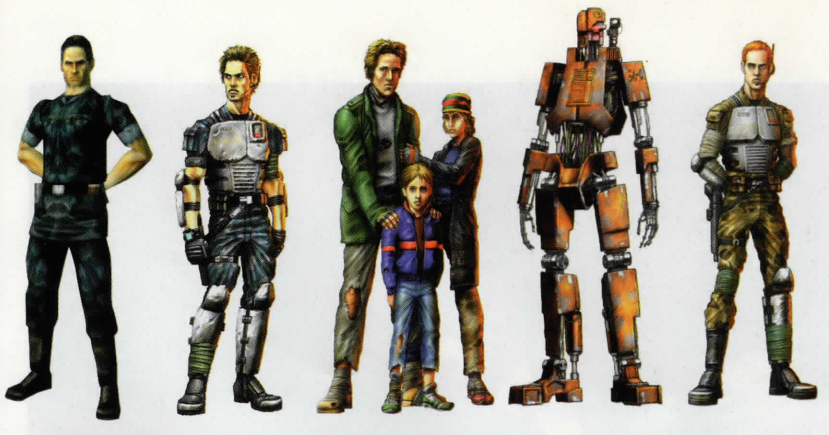
4:56 PM

Boomshanka! It turns out that holding down all four shoulder buttons and doing a tweak does the trick. I think my victory yell might have scared a couple of people, but now I can rest...

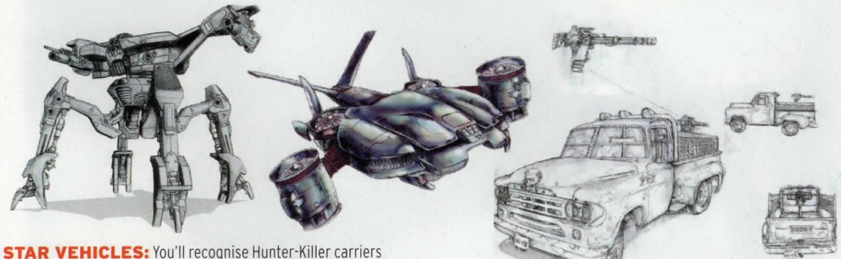


SPLIT ENDS: Trust us - the Uber tricks might look daft here, but they mesh perfectly with the in-game action..

METAL GURN SOLID: Don't expect to see a skin-covered T-800 – Arnie's face might prove a bit too expensive.



ARMOURED CORPS: From left to right here, you're looking at: John Connor, Kyle Reese, some refugees, a T-400 and a Tech Comm trooper. Expect to see a few familiar faces, looking *just* different enough from their movie counterparts to avoid legal issues.



STAR VEHICLES: You'll recognise Hunter-Killer carriers from the film, but the Spider Tanks are new for the game.

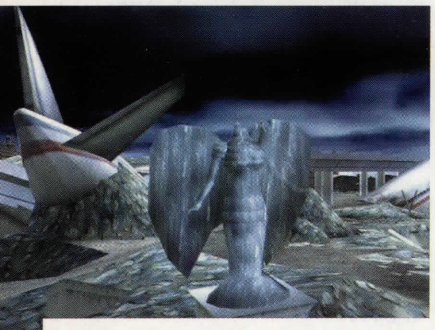
›FIRST LOOK フハワヌ

"COME VID ME IF YOU VONT TO LEEF..."

Infogrames manage to bag one of PS2's most sought-after film licences.

By this time next year, we'll all be running from the dog-bothering red-eyes, with spring 2002 pencilled in as the release date for Infogrames' new game based on the blockbusting Terminator films.

Paradigm – the team behind both *Terminator* and *Spy Hunter* (see pg64) – need to make sure they keep the plot in-keeping with the Terminator universe if they're to pull in real fans of the films without the help of Arnie (we'll eat our DualShocks if his likeness appears in the game).



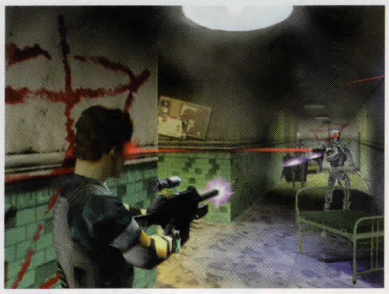
GEIGER SANCTION: The post-nuclear scenery helps create the apocalyptic atmospherics of the original film.

The PS2 title is set in the year 2029, where Skynet – the malevolent artificial intelligence created by the hand of man (will they never learn..?) – is on the brink of wiping out humankind. To wipe out the last of the remaining survivors, Skynet sends in Terminators – human-skinned 'bots designed to infiltrate from the inside. But the Tech Com resistance movement, led by John Connor, are proving troublesome. Cue the first movie, where Kyle Reese is sent back in time to protect Connor's old dear from death by the monosyllabic Arnie Schwarzenegger.

You pick up the story in the apocalyptic future, playing various soldiers in Connor's Tech Com force (including Reese), and taking part in dangerous operations to take out Skynet's mechs.

Paradigm have opted for a third-person view, with the missions taking place in both the decaying future and the oblivious past. 2029's where you'll be spending most of your time, though. And it's grim. The urban battlefields are jammed with crippled buildings, machine factories and R&D labs, each crawling with war-mechs and robots. You're going to need some high-grade weaponry to deal with them – pre-production sketches we've seen indicate you're going to be able to play with rocket-launchers, pistols and sniper rifles, and unleash machine gun death at spider tanks from the back of a Dodge pick-up. More exciting news next month. We'll be back...

PSM2 RECKONS *It's a little early to go predicting how big* Terminator *will be. The name alone guarantees a lot of interest from sci-fi spods, and* Terminator: Future Shock *on PC was pretty entertaining stuff. Let's hope the fellas at Paradigm can do the licence justice.*



'BORG TO BE WILD: The in-game details are sketchy, but the environments look suitably grim and desperate.

BYTESIZE

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› UK: The annual ECTS computer and videogame trade show is taking place in London as you read this – next issue PSM2 will carry all the highlights (we're going hands-on with the latest builds of major PS2 games as we speak – get our verdicts next month).

› US: Activision have won the international videogame rights to Steven Spielberg's new sci-fi film Minority Report. The movie – a futuristic thriller written by Philip K Dick and starring Tom Cruise – is already pencilled in as 2002's summer blockbuster. Activision will be working with Fox Interactive and DreamWorks to bring the game to PS2.

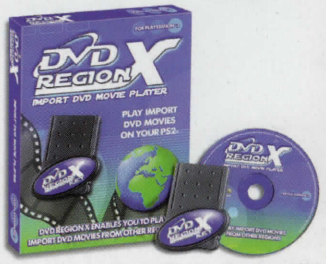
› JAPAN: Konami are all-set to release *Silent Scope 2: Innocent Sweeper* on Thursday October 18th. Arcade fans will be pleased with the two PS2s/two TVs coin-op style i-Link option.

› UK: Amazon.co.uk will sponsor the BAFTA's Audience Award at its Interactive Entertainment Awards this year. You can vote for your choice from a shortlist of the best-selling video and PC games at *www.amazon.co.uk* from now until October 22nd. The winner will be announced at the Awards Ceremony.

›COMPETITION シフ三カ/

WIN! DVD REGION X

AND WATCH IMPORT DVDs ON YOUR PS2!



Recently launched by Datel, DVD Region X features a disc and a memory card-style 'key'. Slip the X-Key into your PS2, load up the CD and... Bob's Full House, you can watch import movies on your PAL machine. Simple and brilliant. We've got five copies of Region X kits to give away – all you've got to do is answer this question correctly:

What region are UK PAL DVDs?

1. One
2. Two
3. Five

The rules:

1. Send your answers to: You X-ee Thing compo, PSM2, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.
2. The closing date is Thursday 18th October.
3. The winners will be announced in the Christmas issue, on sale Tuesday 27th November.
4. This competition is not open to employees of Future Publishing or Datel.

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2,150,247

The mind-blowing number of copies of *Final Fantasy 10* Square have sold in Japan so far *(Source: Dengeki Console Game Ranking Top 50)*. To put this into context, the scorching *Gran Turismo 3* has 'only' managed to rank up sales of 1,503,603 to this point, and it's been on sale for around three months (compared to *FF 10*'s few weeks). PSone's last *Final Fantasy – FF9* – has also re-entered Japan's top 50, with total sales for the game now at 2,829,821.

CLOCKWORK ORANGE: Expect to see the ginger-headed, hammer wielding heroine on PS2 in the near future.

›SOFTWARE NEWS フハフヌ

HIGH PROFILE XBOX TITLE NOW ON PS2

Malice: A Dark and Comic Fiery Tale will arrive next year.

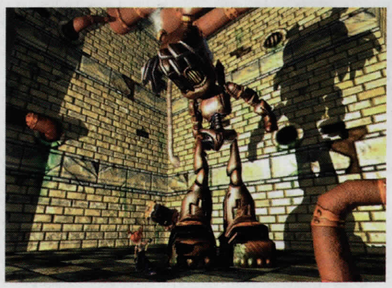
One of the games that has up until now featured prominently in Microsoft's Xbox promotional material is confirmed as coming to PS2. A victory for common sense.

UK developers Argonaut (the guys behind *Alien Resurrection* and, er… *Croc*) have signed a publishing deal with Vivendi that now also sees their 'Xbox showcase title' Malice getting released on our gaming system. The logic behind this move is that it'll reach a much larger audience this way.

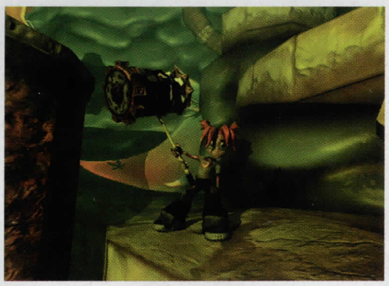
The game's a twisted fairy tale, loosely based on Alice In Wonderland, with a stylish, stylised look. An ancient Fire Demon – malice incarnate – has been accidentally unleashed into our world, and it's up to you, the heroine, to gain magic skills throughout the game's 25 levels, evolve into a goddess and defeat the burning hellhound.

The PS2 version's already under way, and will launch in 2002.

PSM2 RECKONS *As some developers feel the pinch of production costs it's not surprising to see games destined for other systems now switching to the most popular console around…*



STEAM GENIE: We're initially sceptical about *Malice* as most of the shots were pre-rendered, rather than in-game.



FOREST GUMPH: The environments show a lot of potential - more news on this next issue.

›UK SOFTWARE NEWS シフミカ/

WHO WILL BE THE WEAKEST LINK?

Christmas is coming, the fat is getting goosed and we're looking to see who'll be number one in the PS2 software chart this winter.

Two contenders heading the pack. Two titans squaring up for the biggest slugfest of the season. Both packing a meaty right hook and both lying at completely opposite ends of the spectrum.

In the red corner it's hello Mrs Robinson – leather-coated Welsh-baiter with a barbwire tongue and a passion for winking. In the blue corner a spikey-haired youth doing his best to rehabilitate his wise-mouthed meerkat pal. So, who's it going to be?

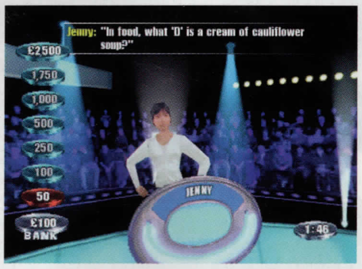
The *Weakest Link* has a lot going for it. A multi-player mode that allows up to seven players at once, over 100,000 questions and a structure that actively encourages you to stab your fellow competitors in the spine. Look at the sales of *Who Wants to Be A Millionaire* across all gaming formats and you can tell this is going to be a shrewd choice of licence when it comes to plumping Activision's coffers.

Then on the flipside there's *Jak & Daxter*, the platformer upstart from Naughty Dog that had everyone in the industry creaming themselves at E3.

Our gaming sensibilities would have us put money on *J&D* – it's big, bright and designed to appeal to the widest audience possible. One of the largest worlds we've encountered in a platformer, tons of mini-quests and screen after screen of lush scenery. Pity about the American voices mind…

But if we were to go into Ladbrooks tomorrow and put a monkey where our mouth is, it'd have to be on *TWL*, even though we're still unsure how the cut-throat gameplay will translate to a post-turkey dinner scenario.

PSM2 RECKONS *Just remember, you heard it here first – The Weakest Link, Santa's number one.*



Jenny: "In food, what 'D' is a cream of cauliflower soup?"

LINK'S ADVENTURE: Could this be the game that splits families in PlayStation 2 households this Christmas.

PLATFORM SHOWS: The boy and his meerkat will be looking to give Mrs Robinson a run for her money.

SANTA CRUISE: Alright, so he's not Father Christmas, but he'll be turning up in stockings this year.

BYTESIZE

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› US/AUSTRALIA: PSM2 has heard that New York based game developers Rockstar (*Max Payne*, *Grand Theft Auto 3*) are planning to hook up with Australian coders Ratbag (*Sprint Car Racing*) to create a brand new first-person shooter that'll debut next year.

› US: It's a couple of years off, but Shadow Man: The Movie – is coming, if the reports of a deal recently inked between Acclaim and New Line Cinema are true. Should anyone care?

› JAPAN: Japanese gamers who pre-order *Silent Hill 2* (which debuts there this month) through *www.konamistyle.com* will get a free promotional poster, which was reputedly banned for use as a public advertisement.

› US: Acclaim plan to release *Legends of Wrestling* in November, a move which puts it in direct competition with THQ's *WWF Smackdown! Just Bring It*. *Legends* features more than 30 recognisable faces from the wrestling world (Bret Hart, George Steele…) and 12 grappling modes. Grrr.

› UK: Reports are coming in of the latest PlayStation 2 shipment figures. Total shipments (not sales) of PS2s around the globe are a wafer under 15 million, with UK, Europe and other PAL territories accounting for almost four million of these. Astoundingly, world-wide almost 50 million PS2 software titles have been shipped to shops. Try saying that while sucking on a Smint.

› US: Internet speculation about a PS2 port of *Doom 3* is rife, although we have heard that if it goes ahead *Doom* developers, Id, won't be putting the hours in to code the sucker.

›PSM2 INTERVIEW フハワヌ

EMILY NEWTON -DUNN

Talks PS2, the future and her excuses for us destroying the Bits girls at *Tekken 3*.

PSM2's 'cover girl' ain't just a pretty face. No. Not at all. E.N.D's a full-on, life-snorting gamer with cat-itude, and Channel 4's premier videogame show Bits just wouldn't be the same without her. PSM2's Dan Dawkins, pina colada in hand, settled down for a chat with gaming's smart lady and fished for her views on PS2...

Will Bits return for another series?

Your guess is as good as mine. None of us know for now. Have a word with Channel 4.

Do people take you seriously as a videogame journalist?

I wrote about games way before Bits. That's how I got into TV in the first place – the production company Ideal World were looking for girl gamers and a few people in the industry very kindly recommended me. I still write about games for other magazines like Hotdog and Sleaze Nation. In fact I just did a couple of reviews for FHM. I have found it harder to be taken seriously, though, but I put that down to being a girl. It's such a male dominated industry that I think it's hard for blokes to accept that women can enjoy games too, particularly if the girl is a better player than them...

So who's the best gamer on the Bits team? We remember you lot getting whitewashed at *Tekken Tag* by a certain PS2 magazine last year...

Naturally, I'd have to say I am. But actually we all have our specialities – Aleks is particularly good at FPS on PCs. And as I remember when we played you guys it wasn't a *complete* whitewash – we won a couple of games... and in our defence we'd only had the PS2 a day or so when we were on the road, so not a lot of chance to practice, unlike you gaming magazine boys who undoubtedly had loads. And I saw you lot limbering up your fingers before we started! Excuses, excuses...

Do you and the other Bits girls get on so well off screen?

D'oh! Yes of course we do. I see both girls pretty often, particularly Aleks. Several bars and clubs have had the misfortune of the all three of us out together on a bender – not a pretty sight.

Who's the nicest person you've ever interviewed? And most famous games personality?

I really like Hubert Chardot – he's the George Romero of games and a real character. A very charming Frenchman. but he makes PC titles so perhaps I shouldn't mention him...

I also interviewed the legendary Shigeru Miyamoto – Aleks and I were almost in tears we were so chuffed – a real legend and a lovely guy.

Toby Gard was a cutie.

What's been PS2's defining moment for you so far?

The abysmal launch, unfortunately. So much hype, so few consoles. I think this did the PS2 a lot of harm as so many people had been waiting and saving for it and when it did appear it was only for a select few. Oh, and the predominantly crap launch titles didn't help either. Fortunately, this is now being remedied with some truly great games.

Which PS2 game are you most looking forward to? Why?

Metal Gear Solid 2, naturally, because I played the original and loved it. I've played the one level demo – it's packed with great detail and I love the humour. But best of all is the opening scene – the titles go up as the camera pans across the Brooklyn Bridge and onto the ship. Next thing you know you're actually playing the game. A seamless cut – fantastic!

What should Sony be doing to safeguard PS2's future?

Sorting out their on-line play, having a word with the publishers who produce sub-standard games and start producing more original titles. Sequelitis is not big and it's not funny, although Sony no doubt find it very profitable...

We've been getting a lot of feedback about Sony's Broadband strategy, d'you think on-line console gaming can work?

Oh yes. I got totally caught up in a Dreamcast game on-line. There was very little slowdown and I could play with people from all over the world, so whatever weird time I decided to pick up my keyboard and controller there was somebody there to adventure with me. Sony should get a move on before somebody else does it better...

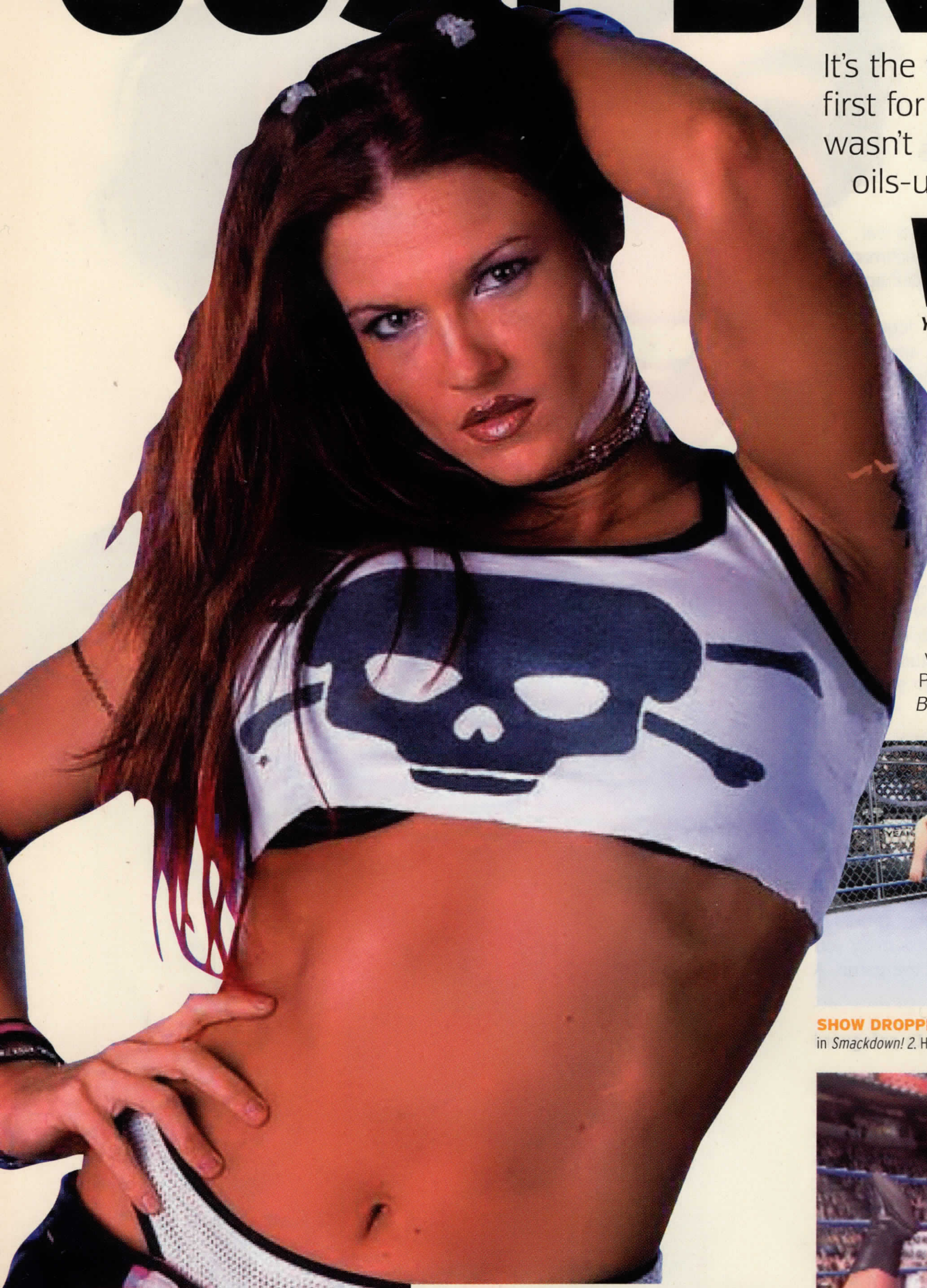
Finally, *is* there chicken in chick peas?

Not unless you're Helen from Big Brother... good job she's not vegetarian. **PSM2**

>WRESTLIN' NEWS フハフヌ

WWF SMACKDOWN! JUST BRING IT

It's the third *WWF Smackdown!* game – and the first for PS2. But is there anything left to do that wasn't already done in *Smackdown! 2*? PSM2 oils-up and investigates...

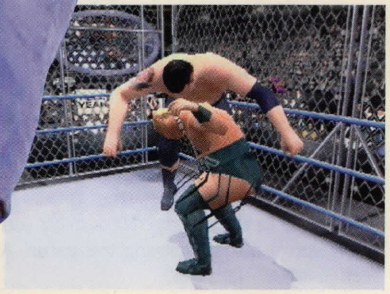


Wrestling games are big business. Last year's massive *WWF Smackdown! 2 Know Your Role* was the fastest-selling PlayStation game ever in the UK. Its sequel, *Just Bring It*, is the first WWF game for PS2. Expect it to shift a copy or two when it hits shelves just in time for Christmas.

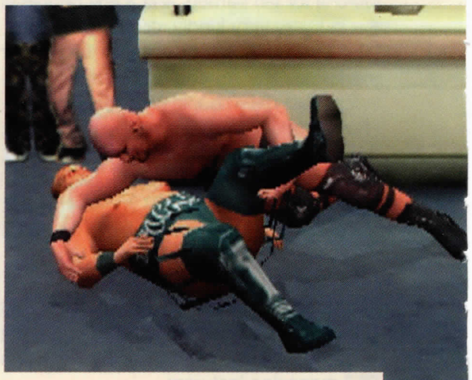
But the *Smackdown!* series is notable for not just being a cynical exercise in taking advantage of a big-name licence, as was the case with some early WWF PlayStation outings. *For Just Bring It* (in effect *Smackdown! 3*) is going to be the most playable, wide-ranging, technically impressive, indeed *complete* wrestling game ever conceived.

It was difficult to see how developers Yuke's could significantly improve the series after *Smackdown! 2*. Sure, by harnessing the power of PS2, we were guaranteed superior sound, smoother animations and crisper graphics. But what is, perhaps, more impressive is the way in which virtually every aspect of the gameplay has been overhauled and improved. Read on for the complete low-down on what will be one of the biggest, and baddest, PS2 games of the year...

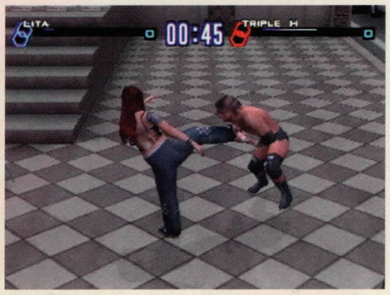
PSM2 RECKONS *The first game to let you recreate any nine-man lunacy the WWF can think up? Brilliant.*



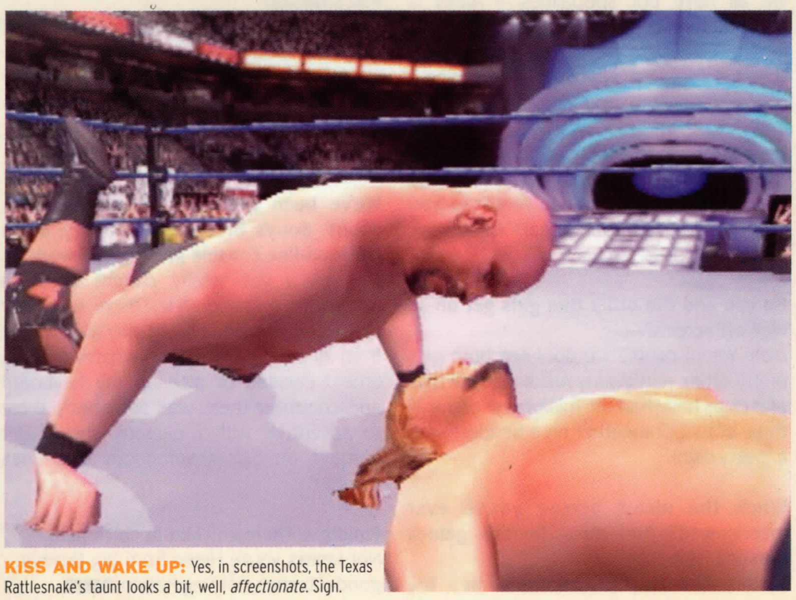
SHOW DROPPER: The Big Show's back after disappearing in *Smackdown! 2*. He's the hefty lad with the tattoo.



CROWD CONTROL: Hooting onlookers now recoil as the muscular hulks brawl out of the ring.



PREPARATION H: The ever lovely Lita sets Hunter Hearst Helmsley up for a perfect hurricarana.



KISS AND WAKE UP: Yes, in screenshots, the Texas Rattlesnake's taunt looks a bit, well, *affectionate*. Sigh.

›wrestlin' news フハワヌ

NEW SMACKDOWN! FEATURES ANALYSED:

JUST SMELL WHAT YUKE'S ARE COOKIN'...

PSM2 brings you the latest news to filter in from Japan about what we can expect from *Just Bring It*. Random battles backstage? Oh, yes...

NEW! Group batterage

Vaulting the ringside barrier and beating your opponent to a pulp among the audience is a staple of WWF matches. *Just Bring It*'s actually the first game to let you do this, meaning the total area in which you can fight is bigger than ever. Once you've leapt over the barrier, the crowd disperses and forms a circle around you both, leaving enough room for bodyslams and suplexes.

You won't be able to pin your opponent unless you're in a hardcore match so, however much damage you inflict, you'll have to head back into the ring to finish things off.

Unfortunately, you can't fight *through* the crowd and towards backstage areas – to do that you'll have to brawl up the aisle.

NEW! Locker room rumble

A slew of new areas in and around the arenas have been included, allowing you to give your adversary a wide-ranging pasting everywhere from locker rooms to lobbies.

The best new area actually takes you to the streets surrounding the arena. As well as being packed with a host of imaginative objects that can be used as weapons, the roads are also full of traffic. So make sure you look both ways before doing that hurricarana on the pedestrian crossing.

NEW! Backstage action

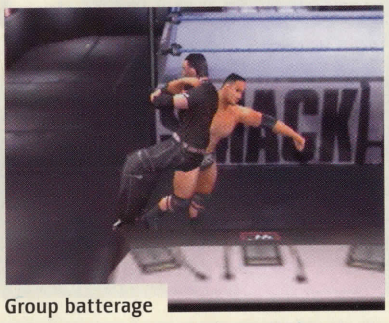
While the two *Smackdown!* games for PSone placed an emphasis on the whole 'sports-entertainment' side of things, rather than pure grappling, *Just Bring It* takes this to a new level.

In Career mode, your character's fully controllable not only *during* matches but also *between* them. You're free to wander the backstage areas, with whoever you interact with having a direct effect on what comes next. Wander into Vince McMahon's VIP area and you may end up facing Rikishi in a cage match. Bump into head referee Earl Hebner and your future's determined by how you respond to his questions...

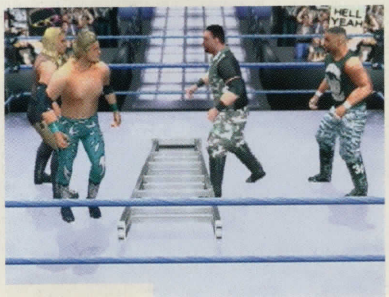
NEW! Hardcore 24/7

Perhaps even more ingenious than the regular backstage encounters is the fact that if you stumble across the Hardcore champion you'll be able to challenge them to an immediate title match, with the 24/7 rule coming into play.

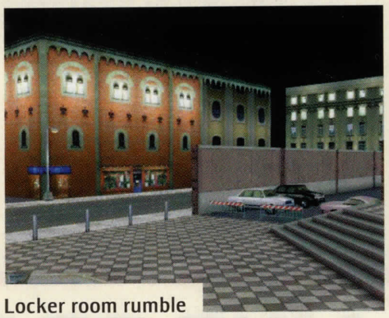
Should you gain the one-two-three over the Hardcore champ though, the contest doesn't end there. In order to escape with the belt, you'll need to peg it to the parking lot, jump in a car and drive off before the (presumably annoyed) former title holder catches up with you. Big Daddy never had this kind of shite to deal with.



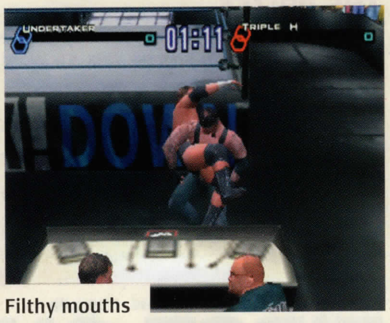
Group batterage



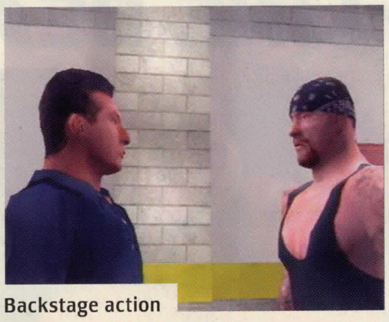
Anything goes



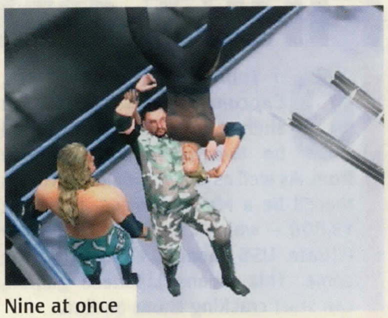
Locker room rumble



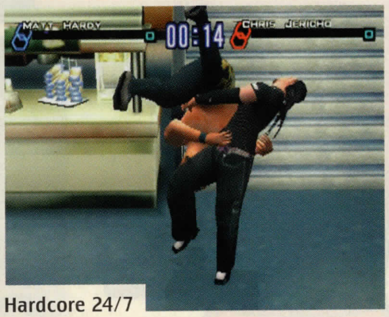
Filthy mouths



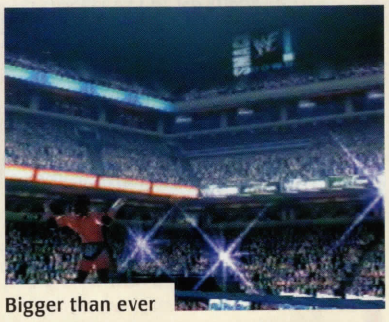
Backstage action



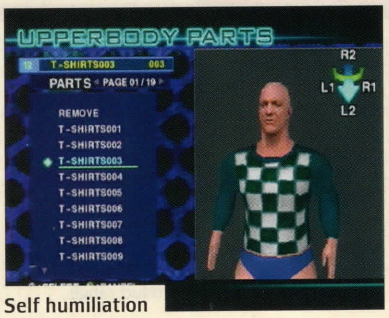
Nine at once



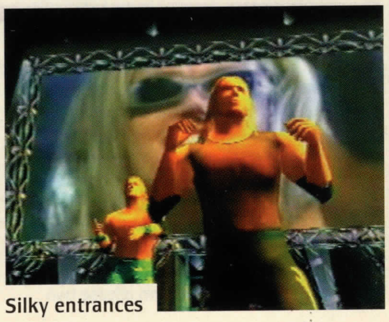
Hardcore 24/7



Bigger than ever



Self humiliation



Silky entrances

NEW! Self humiliation

Just as you were beginning to think that every possibility for design-a-yob modes had been exhausted, along come Yuke's with a massively impressive update.

This time round, you can compose entire characters and outfits from scratch, with a new layer system giving you far greater flexibility than every before.

Yuke's claim that, for the first time, you'll actually be able to generate a character that really looks like yourself.

NEW! Anything goes

Yuke's have clearly gone completely mental with regard to the vast number of different varieties of matches on offer – over 70 last time we checked. These range from standard one-on-one altercations to four-way, special referee, tables-ladders-and-chairs bouts. Pretty much any permutation of WWF matches you can possibly think of is included. Plenty to keep you going, then.

NEW! Filthy mouths

There's little doubt that the team at Yuke's are genuine hardcore WWF fans, as they've picked up on almost every little nuance of WWF shows imaginable.

For instance, not only does the game now feature commentary from Michael Cole and Tazz, it's also possible to have 'guest commentators'. So when you see Christian donning a headset, expect him to spout plenty of opinionated trash-talk. The guest announcers will also, no doubt, have few inhibitions about interfering in matches, should they feel so inclined.

NEW! Nine at once

Although it's still only possible to have up to four playable characters at once, *Just Bring It* can actually handle up to nine characters on screen at the same time. This comes in particularly handy for Battle Royals, Survivor Series matches, and Royal Rumbles, making them more realistic.

The only other WWF console game able to handle this many characters on-screen was *WWF Royal Rumble* on Sega's ill-fated Dreamcast. It was one of the worst WWF games seen for some years.

NEW! Bigger than ever

The arenas and stadiums in the game are much bigger, and contain far more detail, than those of previous *Smackdown!*s. So you really do get the feeling that you're fighting (OK, *performing*) in huge megaplexes, replete with massive Titantron screens and hordes of sign-wielding fans.

Along with standard arenas for the TV shows, there's also a cool-looking recreation of the Houston Astrodome that was the venue for WrestleMania XVII, along with an arena for UK pay-per-view, WWF Insurrextion.

NEW! Silky entrances

The ring entrances are much improved over those seen in *Smackdown! 2*, with full entrance videos being screened on the Titantrons while your character makes their way to the ring.

Perhaps one of the most impressive entrances is that of the Undertaker, who casually makes his way to the ring astride a Harley-Davidson, before coolly removing his sunglasses and battering his hapless opponent's crust in. Pure class. **PSM2**

WIN! A BRAND NEW CAR!*

*The R/C version…

DRESS TO IMPREZA: Relive the thrills of *GT3* in your garden, local municipal park or handy cul-de-sac.

If you're *GT3* nuts, you've got to enter this compo and win yourself a fantastic motor! Hobby Products International produce a huge range of Radio Controlled model cars which can be used for simple street racing all the way up to top-level competitions. Many of their new body models are based on cars you'll see in *GT3* – and we've got two high-performance kits to give away!

THE PRIZES

1 x HPI RS4 Nitro 2 car (either a Lotus Sport Elise Touring Car or Subaru Impreza WRX STi World Rally Car)
1x Radio control unit
1x Glow Plug starter
1x HPI race pack, containing race series info, stickers etc.

Two lucky readers will each win packs containing all of the above. The only thing you'll need to get hold of yourself is fuel, available from all good model shops. Included in all HPI kits are complete step-by-step building instructions that are easy to follow and show you exactly how to build and maintain you high performance R/C race car. For more info, check out the following URL: *www.hpi-europe.com/ps2*

THE QUESTION

The question:
Who's the development genius behind *GT3*?

1. Kaz Hirai
2. Kazunori Yamauchi
3. Dave Doak

THE RULES

1. Send your answers on a postcard or sealed envelope to: I Have Control compo, PSM2, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.
2. The closing date is Thursday 18th October.
3. The winners will be announced in the Christmas issue, on sale Tuesday 27th November.
4. This competition is not open to employees of Future Publishing or Hobby Products International.
5. The Editor's decision is final.
6. No correspondence will be entered into.

›UK NEWS シフ三カ/

SONY PULL THE PLUG ON TWO UK GAMES

小鳳城菜館 SIU FUNG CITY
Chinese Restaurant

FORTUNATE COOKIES: Sony are concentrating on the bigger studios, so *The Getaway* looks safe for now.

Sony's ambitious UK internal development plans seem to have taken a step back, with SCEE informing their Studio Leeds development office that two PS2 projects they're working on have been canned.

Reload, an original light gun game, and *Rogue*, a new 'stealth action' title, have both been permanently shelved (and removed from our Incoming section), with the 47 staff in Leeds being told that there's a 'proposal' to either close the studio or suffer some redundancies.

This now concentrates Sony's own British-based development studios into three: Soho (*The Getaway*, *Dropship*), Liverpool (*WipEout Fusion*) and Cambridge (*Primal*).

PSM2 RECKONS *Industry speculation has already put production costs of* The Getaway *at £5 million and cited this as a possible reason for the Leeds decision.*

›JAPANESE ON-LINE NEWS シフ三カ/

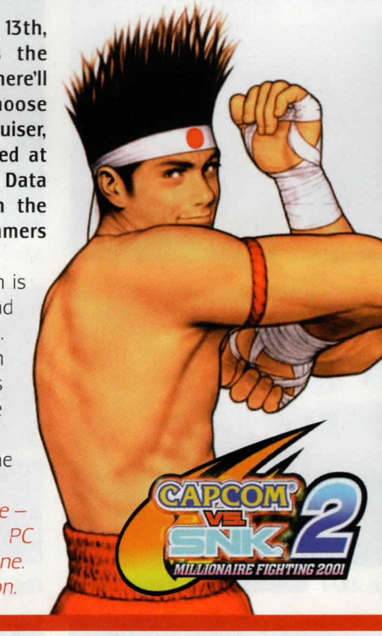
FIRST ON-LINE BEAT-EM-UP

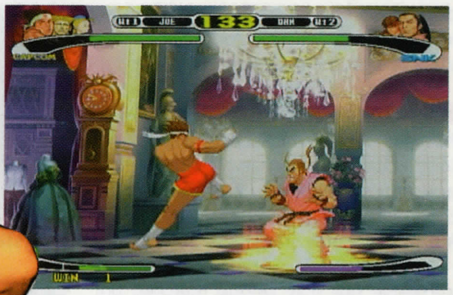
On Thursday September 13th, *Capcom vs SNK 2* hits the shelves in Japan – but there'll be two versions to choose from. As well as the standalone bruiser, there'll be a Modem Pack – priced at ¥9,800 – which'll include an I/O Data P2Gate USB modem along with the game. This means Japanese gamers can start cracking skulls on-line.

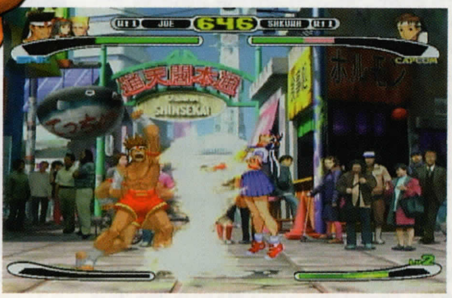
The Dreamcast (R.I.P.) version is also releasing on the same day, and it too will be on-line compatible. Thanks to the KDDI Multi-Match system (gawd bless it), PS2 gamers will be able to face off down a wire against Dreamcast owners.

News on a similar move in the UK as we get it.

PSM2 RECKONS *This is the future – PlayStation 2 gamers showing PC spuds and their mates how it's done. Bring on the DC massive, we reckon.*







BYTESIZE

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› US: There's one huge rumour circulating at the moment. According to our sources in the States, Sony are considering stripping the DVD movie technology out of PlayStation 2. This would probably let them release two versions of future PS2s – one with the DVD movie feature and the other as a pure gaming unit (with users able to upload DVD drivers at a later stage if they want to). In true playground tradition, we say: "Itchy chin".

› UK: Sony are to exhibit at the LIVE 2001 home electronics show, to be held at the Birmingham NEC from Friday 21st to Sunday 23rd September. They're reportedly planning to show their entire product range.

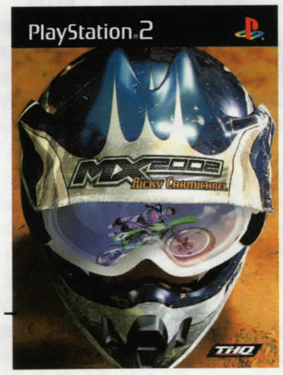
DON'T MISS

BIG GAME NEWS, DELIVERED FAST:

REVIEWS **pg62**
Fill your brain with unbeatable buying advice.
PRO TIPS **pg96**
Secret stuff *They* don't want you to know…
SUBSCRIPTIONS **pg116**
Don't miss an issue of PSM2 with our great offer.

BOARD STUPID? GET A BIKE!

September 2001



Hit the dirt and express yourself as MX2002 featuring Ricky Camichael takes you beyond extreme. Whether racing against the world's best on 25 adrenaline fuelled courses or pulling freestyle moves that defy gravity, MX2002 featuring Ricky Camichael will make your jaw drop, fly you higher than a hawk and be the wildest ride of your life!

www.thq.com/mx2002 www.britmx.com

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MX2002™ featuring Ricky Carmichael

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COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST! プレビュー

トクセンジョウホウ

SHOEHORN US INTO CATTLE CLASS, PASS THE VALIUM AND STAMP OUR AIR MILES CARD...

DUNCAN

So much for spending the summer idly leafing through the latest Jackie Collins with a well stocked cool box within reaching distance. PSM2's been to every sweat-drenched studio around the globe to bring you first-hand and exclusive news on some of the biggest titles that're due to be unleashed on PS2 in the next six months.

Glamourous? Hardly. Not when you're within spitting distance of the Nevada desert in August with the buzzards waiting patiently for pale-skinned, dehydrated Englishmen to totter over face down in the dust. So much for sitting on our arses and letting the AAAs come to us.

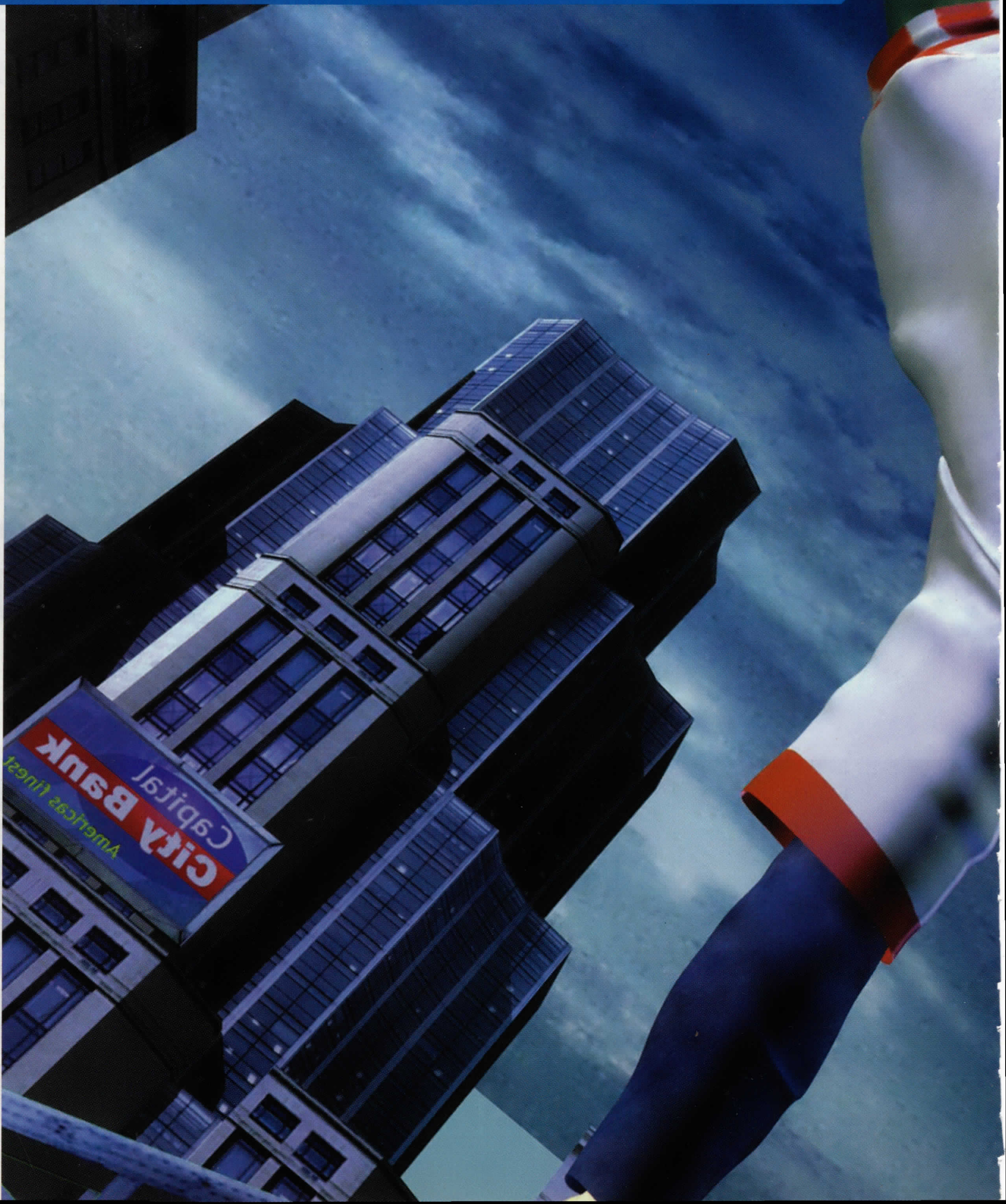
But then, what *wouldn't* you do to get your hands on some of the most eagerly anticipated games of all time? We're not too sure what the going rate for Grandmothers is these days, but we'd happily consider any offer below retail value to play *SSX Tricky*, *Agent Under Fire*, *Stuntman*, *Simpsons Road Rage*... you get the idea.

So, we've been sneaking footage for our DVD, quizzing the coders, designers and producers all in the name of giving *you* the most opinion-charged previews of *any* games mag. Holidays are for wimps – just give us a DualShock 2.

PSM2'S MANIFESTO

PSM2's PREVIEWS ARE: Packed with the best shots taken from the most exciting PlayStation 2 games currently in development. They give you all the crucial details you demand and direct you towards the key features of the game which we think will make a difference. We'll also keep you comprehensively informed of the very latest game development news as it happens, up here at the front of Coming Soon.

PSM2's PREVIEWS AREN'T: Simply dull, badly written back-story summaries for third-rate titles you really don't need to know about.



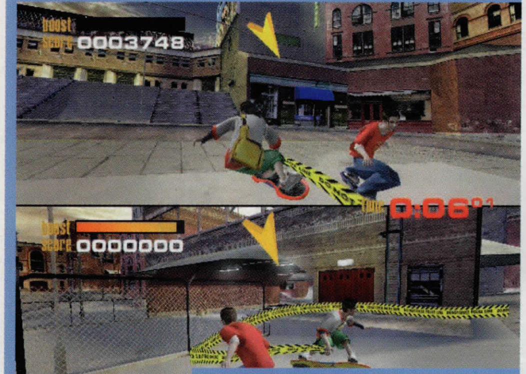
EXPECTED UK / november

AIRBLADE

Criterion's gravity-defying graphical marvel takes extreme sports to the next level.

FIGHTING SPLIT

1 There're a variety of multi-player games planned for the final version of the game, including Show Off – where players compete to make the biggest jump or longest grind – and Chase the Ribbon, where players take part in a 'hover' version of capture the flag with a length of 'police line' tape. Initial impressions suggest no discernible drop in detail or framerate, with some potentially needle-edged competition in the offing. Most intriguingly, the Party Battle will allow 1-8 players to compete – probably by taking turns.



ANGELA RIBBON: As the contest for the tape progresses, the streamer grows in length.

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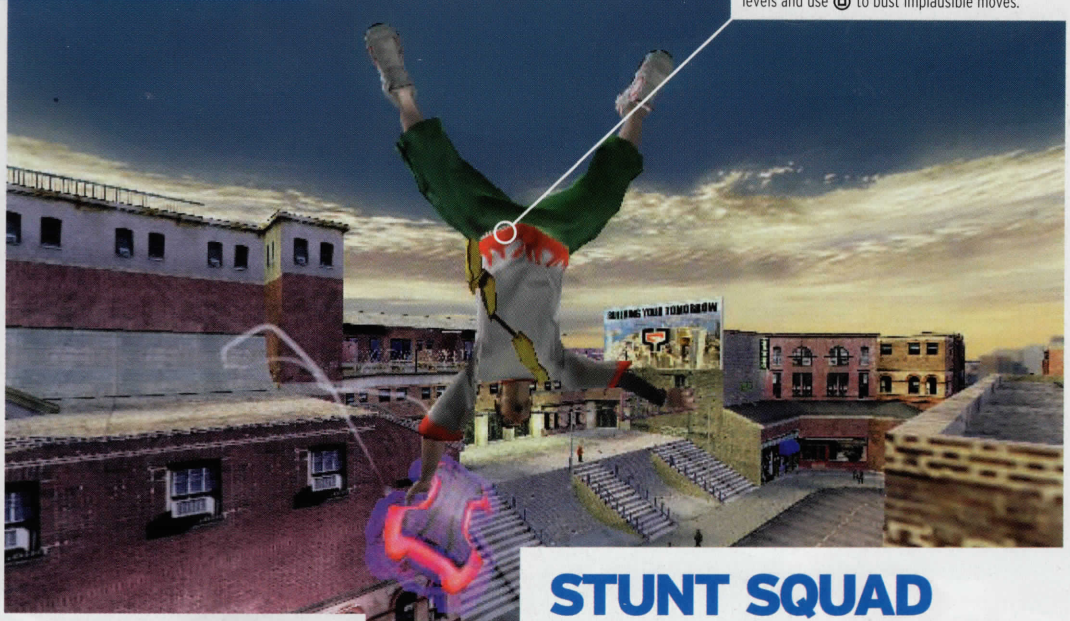


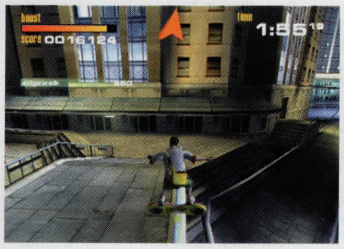
FLYMO TO THE MOON: Access the higher levels and use ⊡ to bust implausible moves.

STUNT SQUAD

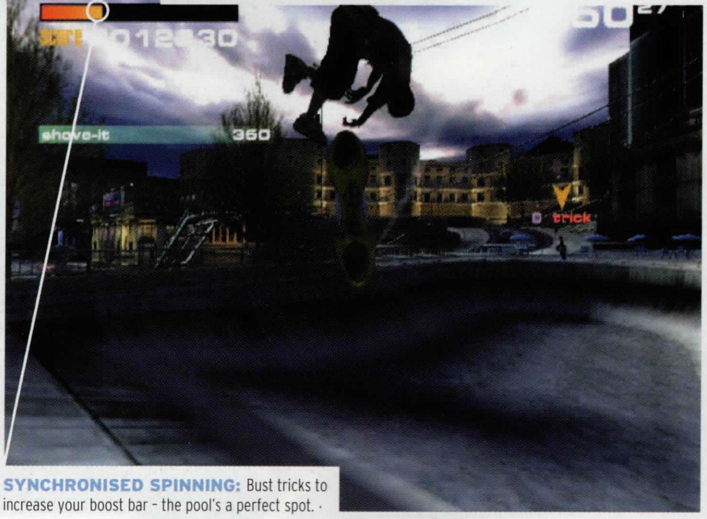
2 Using the ubiquitous extreme sports set up – ⊗ to ollie, with tricks on the remaining face buttons – *AirBlade* lets you flip, somersault and grind with minimum fuss. Like *Tony Hawk's*, pushing the Analogue stick in different directions varies your moves. Not only do stunts contribute to your score, they'll build your boost bar – so you can catch up with speeding GCP vehicles and make leaps to previously unreachable areas.

Pressing ◎ lets you grab lamposts and spin skyward – essential for linking combos.

TOP KAT: Characters use lamposts to propel themselves skyward - creating time for signature moves.



GRIND MANS BLUFF: Grinding is slow, so you'll be manically tapping the pad to keep your balance.

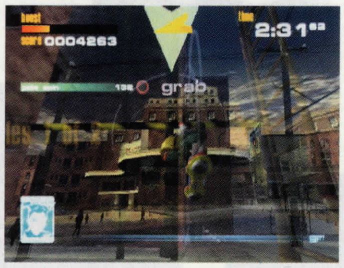


SYNCHRONISED SPINNING: Bust tricks to increase your boost bar - the pool's a perfect spot.

FORGET impressing your flannel-clad peers – this season, extreme sports are all about sticking it to The Man. THQ's *Dark Summit* promises a Scooby Doo-influenced tale of rebellion on the ski slopes – but *AirBlade's* going one better. If you remember 2000AD sky-surfer, Chopper, you'll be in heaven – if not, think Back To The Future 2, only full of snipers.

In the main game, you play as skate-dude Ethan, who's trying to rescue his friend Oscar – the inventor of the AirBlade – from the evil GCP corporation, while stopping them from nicking the revolutionary invention. In practical terms, this means you've got an entire city full of stunt-based challenges to contend with. Racing against the clock, you've got to nail a series of tasks – for example, smashing four billboards with your 'wanted' poster on them – to unveil the next set of challenges. Each level ends with a spectacular set-piece, where you'll need to perform a death-defying trick combo to proceed.

"AS YOU BECOME IMMERSED IN THE NARRATIVE, THE TASKS FEEL MORE LIKE ADVENTURES"



POLE EDMONDS: Spin on the scaffolding to collapse a girder leading to a secret area - ingenious.

Tasks can be taken out of sequence – and linked in combination – giving players plenty of scope to improve their level times. The scenery has been carefully designed, so almost every grind and leap can be chained together. In one spectacular sequence, we ollied up a set of steps onto a distant lamppost, linking a hand spin to a previously unreachable platform and flipping onto an unsuspecting sniper – mission complete. According to the developers, if you can see a piece of scenery, you can skate to it.

The physics are convincingly floaty-light. The board oscillates gently on bumpy surfaces, but dips wildly after huge jumps. When you pull a grind trick, the swooshy, purring feel of the hoverboard relents to a buzzing solidity. The sensation of keeping your balance with the Analogue stick has been perfectly realised. Since movements were motion-captured by professional skateboarders, the trickery always looks convincing – even when you're rail sliding 100-feet above a busy city.

This action takes places over six huge levels, as Ethan moves from the city streets to GCP's hidden desert facility. The plot twists until the final rooftop showdown with evil businessman JJ Sawyer – who wants to patent the AirBlade's anti-gravity technology. The plot is essentially an excuse for wild scenery and some legitimate time-based challenges. As you become immersed in the narrative, the tasks feel more like adventures than an arbitrary set of grindable obstacles.

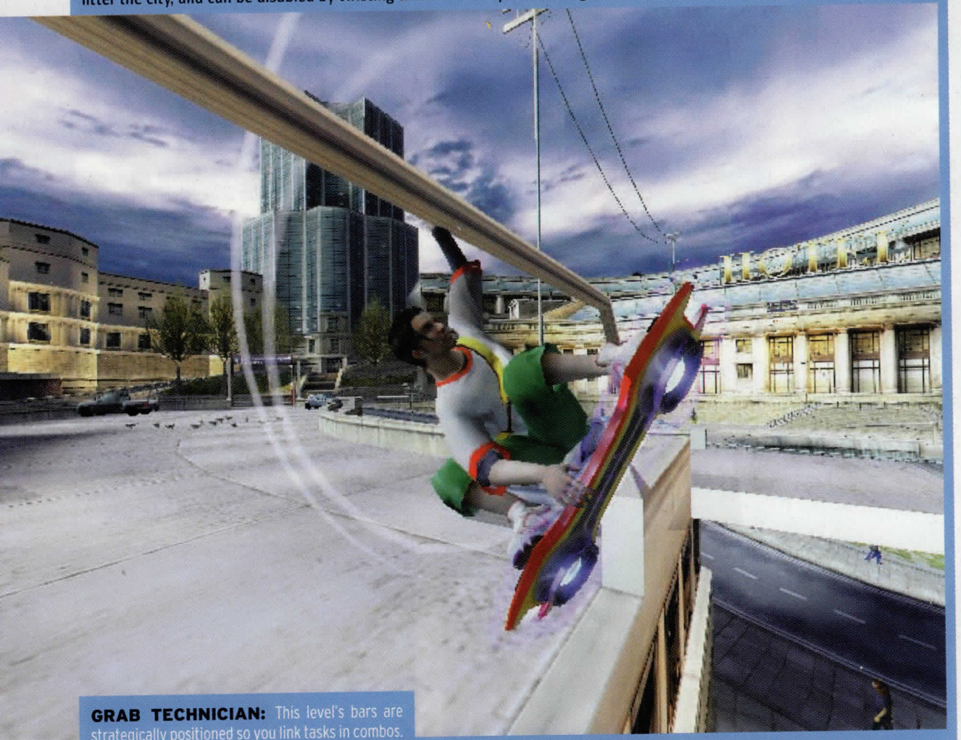
As well as advancing the story, completing each level opens them up in Score Attack and Time Attack modes – and doing so with finesse nets you extra characters to play with. Each skater, including Ethan's streetwise buddy Kat, has a full set of signature moves to experiment with. Even better, finishing the game unlocks a huge skate park to scoot around, full of wires to grind, poles to swing on, and the highest jumps in the game. If you can finish each level with an 'A' grade – nailing the fastest times and best tricks – you'll unlock a secret skate park annex with even wilder scenery.

Add in a couple of two-player sub-games and you could have the most compelling extreme sports game on PS2. **PSM2**

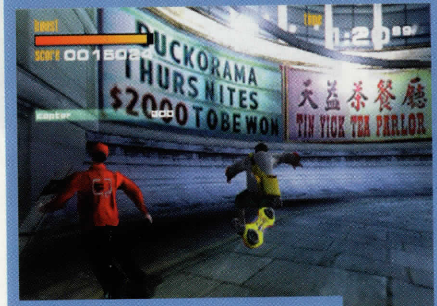
Gravity hating gamers should hover towards shops in time for AirBlade's November release.

HOVER WITH THE LAW

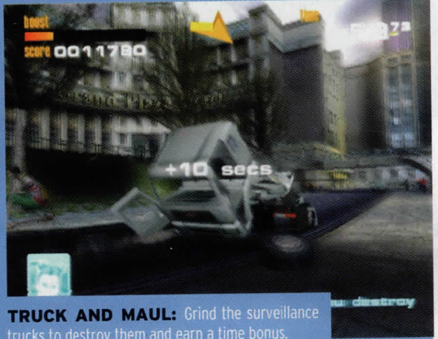
3 When you know the mission objectives, they can be tackled in any order you like – allowing you to nail targets as you pass by. With careful planning, a level could be completed in one big combo. Most tasks involve smashing a certain number of objects – like skybound billboards – or knocking down a team of GCP agents. CCTV cameras litter the city, and can be disabled by twisting them off their posts with ◎.



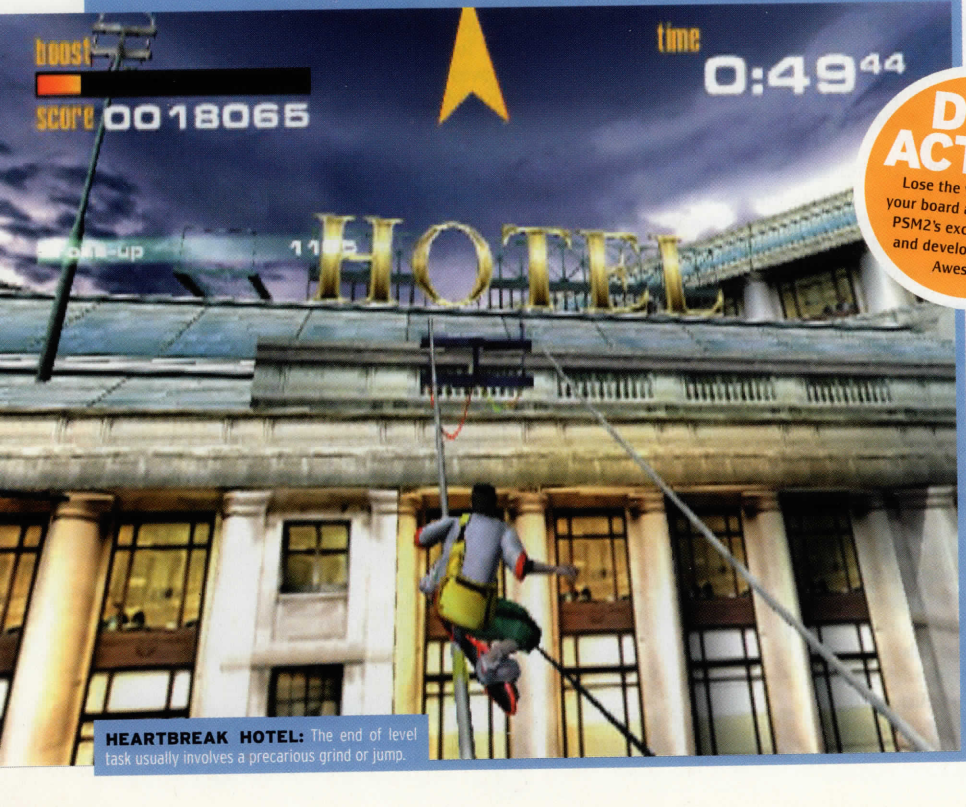
GRAB TECHNICIAN: This level's bars are strategically positioned so you link tasks in combos.



GUARD GRACIOUS: GCP henchmen can be felled by popping tricks as you zoom by.



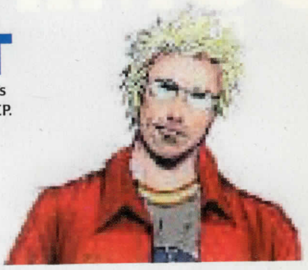
TRUCK AND MAUL: Grind the surveillance trucks to destroy them and earn a time bonus.



HEARTBREAK HOTEL: The end of level task usually involves a precarious grind or jump.

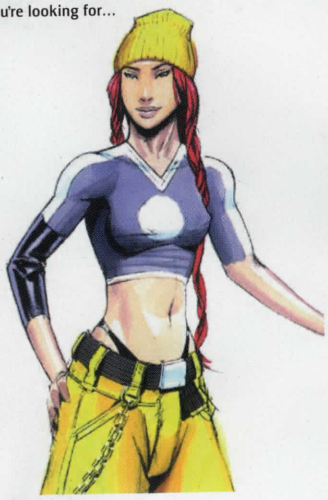
TEAM ROCKET

4 Ethan isn't the only guy with problems – there's a whole group of people conspiring against GCP. Mysterious contacts make themselves known as the story develops, so it makes sense to know who you're looking for...



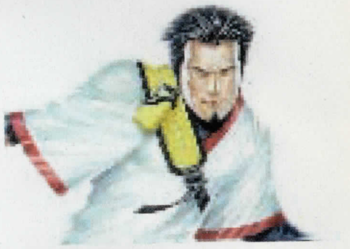
OSCAR

A young genius who lives with Kat and Ethan. He develops the mysterious AirBlade, smuggling it out of GCP before they steal the technology for evil ends. Gets kidnapped shortly after.



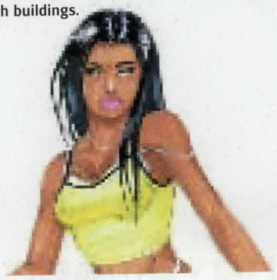
KAT

A streetwise 'gal and 'hardcore hacker', she dishes out the mission objectives and much of the plot exposition. Likes to get trapped in hard-to-reach buildings.



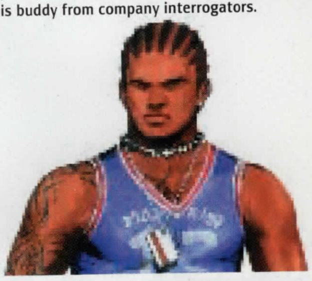
ETHAN

A 'laid-back skater' and all-round dude, who escapes on the AirBlade when GCP goons raid his apartment looking for Oscar. Swears to rescue his buddy from company interrogators.



NAOMI

A well-connected underground source who provides mysterious leads about Oscar's whereabouts. Possibly forced into hiding after her debut album failed to shift units.



THE INSIDER

A mysterious GCP engineer who's sympathetic to Oscar's cause. Will probably help Ethan by, er... blowing the whistle on the billion dollar tobacco industry. Or not.

HANDS-ON VERDICT

5 We're pleasantly surprised by the handling – instantly satisfying for *Tony Hawk's* veterans, without compromising the possibilities of anti-gravity boarding. The scenery has been lovingly crafted to allow flowing combinations – before you know it, you'll be instinctively grabbing lampposts to link your moves, dashing between seemingly unreachable ledges and rails. The experience is fast, intuitive and liberating. The Story mode tasks can be a little daft – spin on two posts... er, why? – but the feel is generally immersive, way better than standard extreme sports fair. There's a nagging doubt that tricks feel 'on-rails' – a standard flip is just as easy as a somersault – so the learning curve may be less rewarding than genre master *Tony Hawk's*. The two-player games show promise, and we doubt this'll be anything but incredible – let's just hope the replay factor is encouraged with sufficient incentives.

You'll love it because...

It looks simply exquisite, plays intuitively and offers a rewarding challenge.

You'll hate it because...

The tricks can feel a little fuzzy, the tasks are a shade repetitive and the game might be over too quickly.

DVD ACTION

Lose the wheels from your board and check out PSM2's exclusive demo and developer insight. Awesome.

ORIGINALITY ★★★★
HANDLING ★★★★
PRESENTATION ★★★★★

INFO

- **DEVELOPER**
  Criterion
- **PUBLISHER**
  SCEE
- **GAME TYPE**
  Action

ANTICIPATED FEATURES

- Six story levels, including secret Skate Park bonus level.
- Training, Practice, Story and Score Attack modes.
- Split screen two-player action, including a ribbon chase game and Show Off mode.
- Fully interactive environments with multi-level hidden areas.

WHERE IT'S AT...

- Most of the detail is in, so Criterion are using the extra time to optimise the framerate and tweak graphical effects.

FLARES AND TABLES: Expect some neat sunshine effects as you blaze the glistening slopes.

EXPECTED UK NOVEMBER

SHAUN PALMER'S PRO SNOWBOARDER

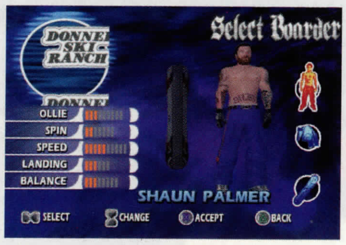
Activision prime another extreme sports legend for PS2 – think *Tony Hawk's Pro Skater* in knee-deep powder.

SUMMER eh? What a git. After two hot days and a thrashing in the cricket, we'll gladly turn out thoughts to woolly hats and the tantalising prospect of *Shaun Palmer's Pro Snowboarder*.

Developers UEP Systems – fathers of *Cool Boarders: Code Alien* – have been handed the unenviable task of tackling *SSX Tricky* head-on, with one valuable trump card – the *Tony Hawk's Pro Skater* gameplay engine. The greatest game on four wheels takes to the snow, promising the most trick-packed, score-based boarding experience to date.

"SHATTERING A CERTAIN NUMBER OF SIGNS EARNS YOU CREDITS FOR EXTRA RIDER STATS"

PSM2 UPDATE



STATS LIFE: You can earn points to boost your characters skills and buy spanky new equipment.

Playing as ex-World Champion Shaun Palmer, or one of nine pros, you've got to guide your character to career path glory. The structure is brazenly similar to *Tony Hawk's* – levels are divided between competitions and challenges. Successfully completing tasks – such as shattering a certain number of signs – earns you credits which can be exchanged for extra rider stats or new kit.

Tricks are accessed using the familiar *Tony Hawk's* control system, with the ability to link moves into combination using manual rolls – or 'butters'. It's even possible to flow ramp moves into flatland tricks using the Revert function – nicked from *THPS3*. The scenery is cunningly designed to allow smooth transitions between rails, buildings and snow banks. Two-player games are well catered for, with split-screen adaptations of *Tony* favourites Score Attack, Tag and Horse. The new multi-player game Push is a 'tug-of-war' for screen space. High-scoring moves increase your portion of the split-screen, squeezing your rival out.

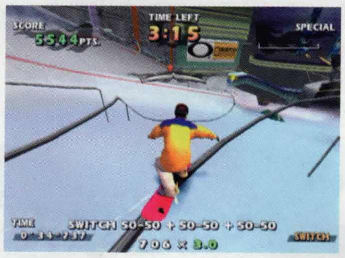
So far, this is shaping up competently – more coverage from the slopes next issue. **PSM2**

Shaun Palmer slices into the UK in November.

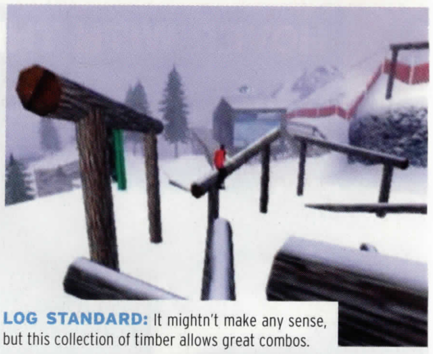
CHEST FLAIR: Mad ol' Shaun has a number of costumes, including this flattering hirsute look.

SNOW DREAMS

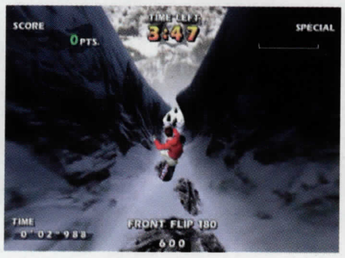
1 **There're ten courses to tackle, from gentle nursery slopes to ravine-packed icecaps. If you miss a key objective, it's possible to find a snowmobile and restart the level – but not the clock.**



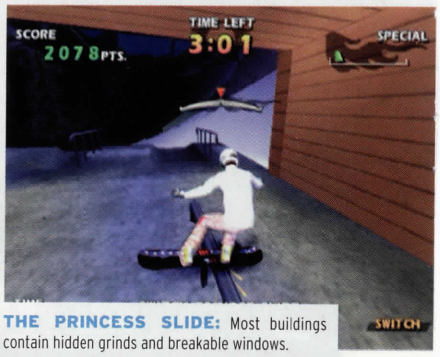
RAIL TO THE KING: Some of the courses have been, how shall we say, *inspired* by another tricky game.



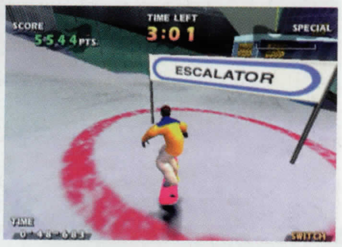
LOG STANDARD: It mightn't make any sense, but this collection of timber allows great combos.



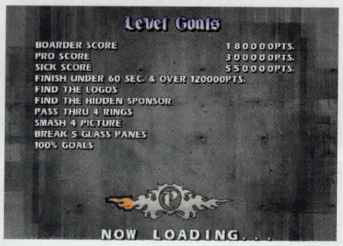
VALLEY MCBEAL: This obstacle packed mountain will be familiar to fans of *Cool Boarders*.



THE PRINCESS SLIDE: Most buildings contain hidden grinds and breakable windows.



REBEL UPRISING: Look out for purple circles - they'll take you back to the mountain's summit.



Level Goals

BOARDER SCORE	180000PTS.
PRO SCORE	300000PTS.
SICK SCORE	550000PTS.

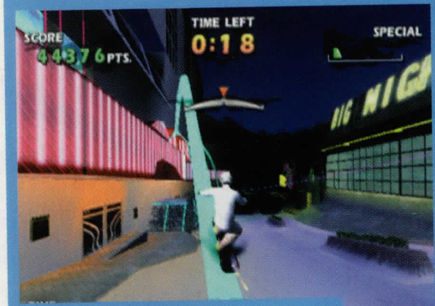
FINISH UNDER 60 SEC. & OVER 120000PTS.
FIND THE LOGOS
FIND THE HIDDEN SPONSOR
PASS THRU 4 RINGS
SMASH 4 PICTURE
BREAK 5 GLASS PANES
100% GOALS

NOW LOADING...

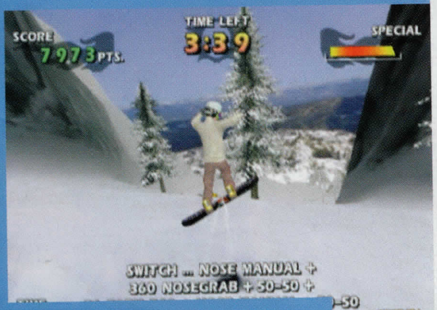
TASK SEPERATISTS: *Tony Hawk's* veterans will instantly recognise the level goals.

TRICKS OF THE TRADE

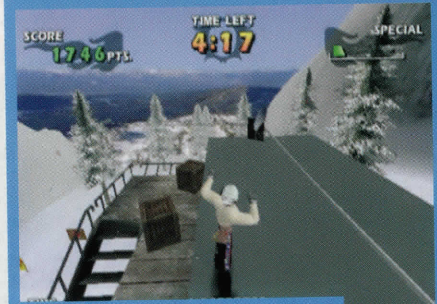
2 Rather than opt for an *SSX*-style pre-wind system, the developers have directly copied the controls of *Tony Hawk's* – using Ⓐ for grind, and double D-pad taps for manuals. Holding ⊗ increases the size of your ollie, while the balance meter aids your judgment of slides and grinds. It's possible to link the usual selection of spins, grabs and misty flips into outrageous high-scoring combos. The score system has been directly lifted from *Tony Hawk's*, so cunning use of terrain scores high, while repeated moves drop in value. The scenery is conveniently strewn with rails and ramps, so you'll be constantly searching for a combo-friendly line down the slopes.


SCORE
44376 PTS.
TIME LEFT
0:18
SPECIAL

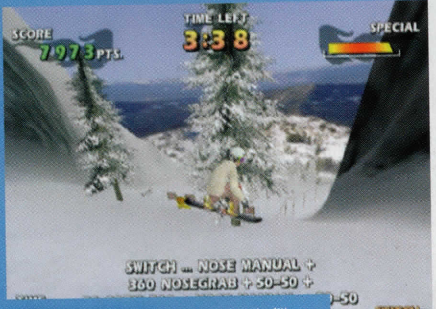
RAIL HOUSE ROCK: Always be on the lookout for projecting scenery items to link in trick combos.


SCORE
7973 PTS.
TIME LEFT
3:39
SPECIAL
SWITCH ... NOSE MANUAL +
360 NOSEGRAB + 50-50 +
-50
SWITCH

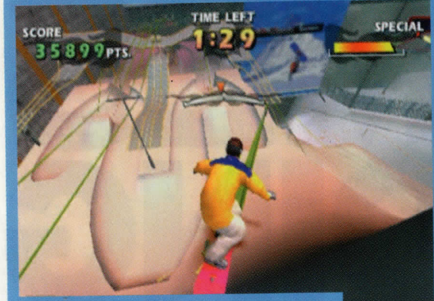
TRICKY MARTIN: As the combo increases, the tricks stack up at the bottom of the screen.


SCORE
1746 PTS.
TIME LEFT
4:17
SPECIAL

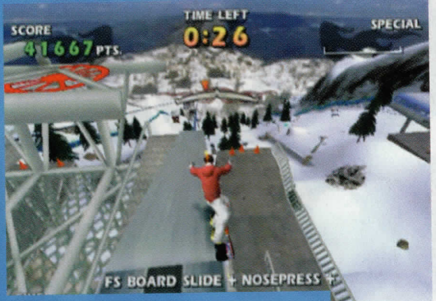
CEILING FINE: If you can jump onto a rooftop, they normally lead to high scoring opportunities.


SCORE
7973 PTS.
TIME LEFT
3:38
SPECIAL
SWITCH ... NOSE MANUAL +
360 NOSEGRAB + 50-50 +
-50
SWITCH

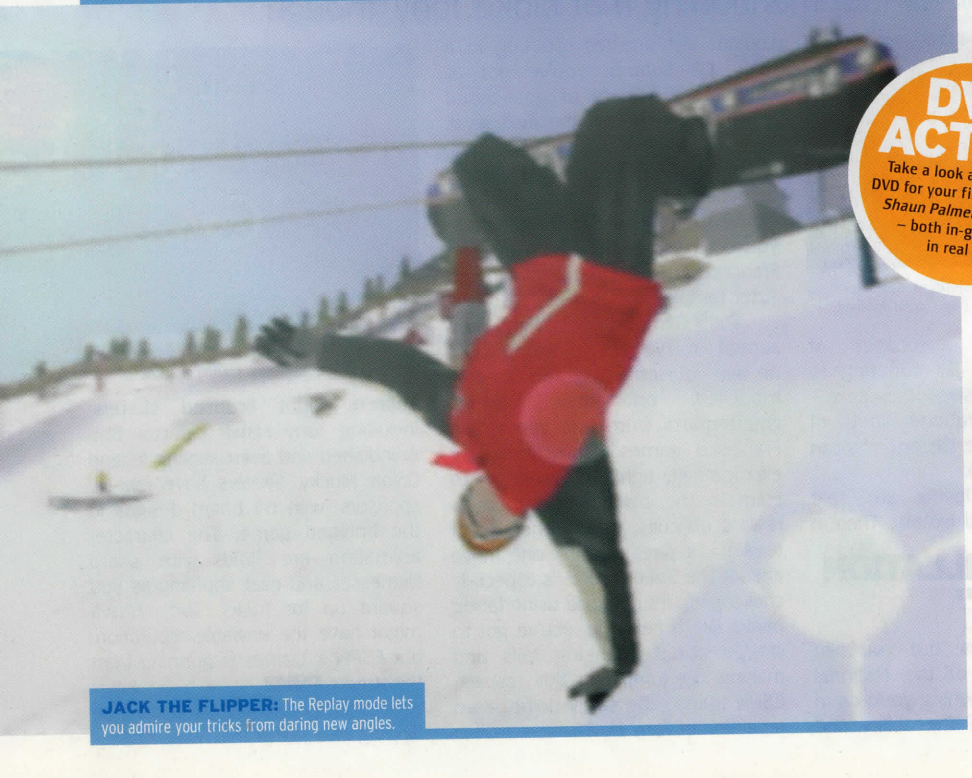
SPECIAL DEEDS: Use land tricks to fill your Special bar and access the really big moves.


SCORE
35899 PTS.
TIME LEFT
1:29
SPECIAL

BARKING METER: Control crazy grinds with the help of the balance indicator mid-screen.


SCORE
41667 PTS.
TIME LEFT
0:26
SPECIAL
FS BOARD SLIDE + NOSEPRESS +

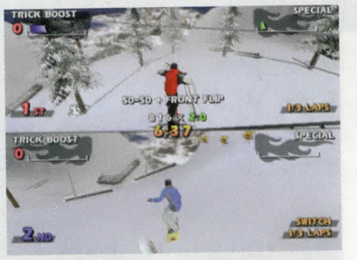
PRESIDENT LINKING: Every time you land a trick, it gets harder and harder to balance.



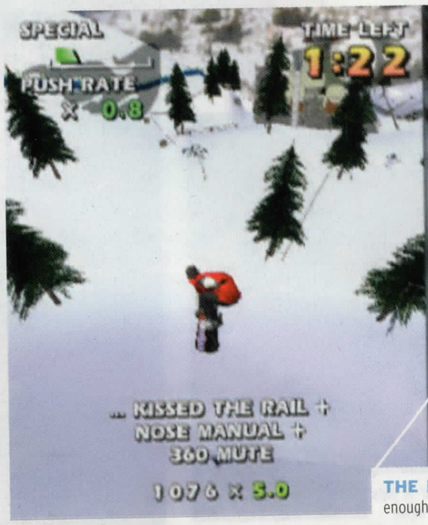
JACK THE FLIPPER: The Replay mode lets you admire your tricks from daring new angles.

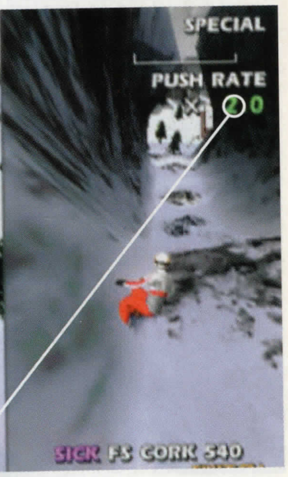
PUSH 'N' PULL

3 In split-screen games of Push, players compete to land the best tricks and reduce opponents' screen space. When your field of vision is thinner than a school ruler, you'll need a big trick to redress the balance, but try nailing a lengthy combo when the pressure's on and you can't see the balance meter. Two-player *Tony Hawk's* favourites Horse and Trick Attack return, with the addition of a slope-friendly Trick Boost mode.

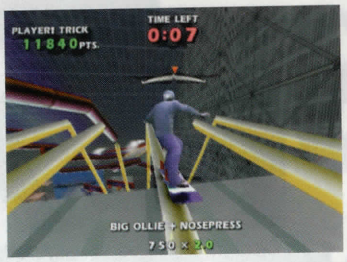

TRICK BOOST
0
SPECIAL
1ST
50-50 + FRONT FLIP
1/3 LAPS
TRICK BOOST
0
SPECIAL
2ND
SWITCH
1/3 LAPS

RACE KNICKERS: In two-player Trick Boost races, landing flash moves will increase your speed.

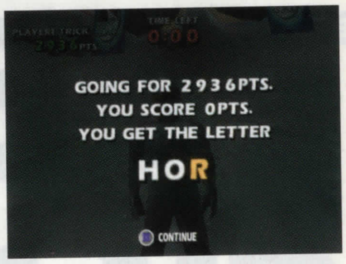

SPECIAL
PUSH RATE
× 0.8
TIME LEFT
1:22
... KISSED THE RAIL +
NOSE MANUAL +
360 MUTE
1076 × 5.0


SPECIAL
PUSH RATE
× 1.0
SICK FS CORK 540

THE LOOK OF SHOVE: If it wasn't obvious enough, the Push Rate meter shows if you're losing.


PLAYER1 TRICK
11840 PTS.
TIME LEFT
0:07
BIG OLLIE + NOSEPRESS
750 × 2.0

HORSE UNSTABLE: In Horse mode, you've got to match your opponent's score, or collect a letter.


PLAYER1 TRICK
2936 PTS.
TIME LEFT
0:00

GOING FOR 2936PTS.
YOU SCORE 0PTS.
YOU GET THE LETTER
HOR
CONTINUE

CRAZY HORSE: If you collect all five letters of the word, you pay the penalty and lose the match.

HANDS-ON VERDICT

4 It's *Tony Hawk's* on snow – literally. Not only are the controls the same, but the physics are virtually identical – it sometimes feels like you're riding a bleedin' skateboard down the slopes. There's none of the swooshy handling dynamics of *SSX*, so the potential joy of plowing through thick powder has been greatly dampened. The game is about tricks and little else, which alienates the soulful side of the sport. What feels like a natural control system for skateboards, doesn't transfer so instinctively to snow. Would you expect to launch into a 540° Misty Flip with a simple diagonal D-pad tap? Of course not. The pre-wind system of *SSX* is much more natural. That said, there's a lot of fun to be had grinding between the brassy scenery and scoring huge combo points. The thing is *THPS3* will do it even better and *SSX Tricky* has the more natural snowboarding feel. There's a solid game at the heart of *Shaun Palmer's*, but the lack of innovation or graphical flair is stifling its natural potential.

DVD ACTION

Take a look at PSM2# 11's DVD for your first glimpse of *Shaun Palmer's* in action – both in-game and in real life.

You'll love it because...

It's instantly familiar, with wild tricks and decent courses.

You'll hate it because...

It's too familiar, feels unnatural and doesn't innovate.

ORIGINALITY	★★
HANDLING	★★★
PRESENTATION	★★★

SHAUN PALMER'S PRO SNOWBOARDER

INFO

- **DEVELOPER**
  UEP Systems
- **PUBLISHER**
  Activision
- **GAME TYPE**
  Snowboarding

ANTICIPATED FEATURES

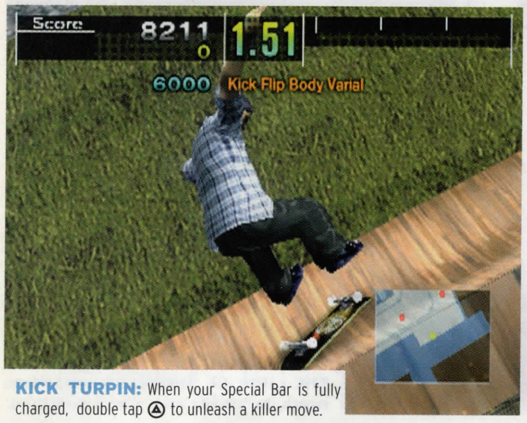
- 10 authentic pro riders, including Shaun Palmer and Leslee Olson.
- Combo-based score system based on the *Tony Hawk's Pro Skater* engine.
- 10 locations, including Shaun Palmer's native slopes and a rail-packed city course.
- Alternative soundtrack featuring Godhead, Grand Theft Audio and Papa Roach.

WHERE IT'S AT...

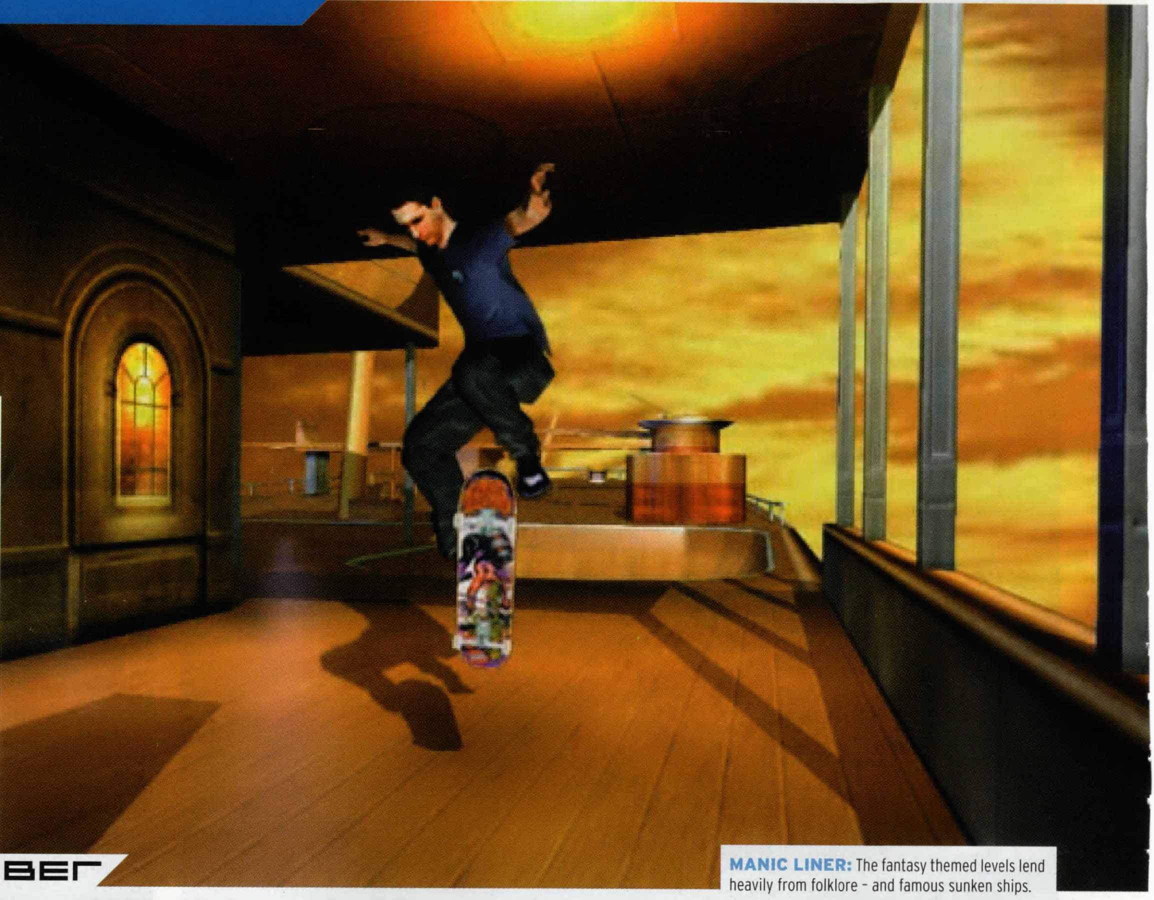
- We're playing a stable version of the code with all levels intact.

TRICKY LITTLE FINGERS

1 The controls follow the *Tony Hawk's* template, but with spins assigned to the L1 and R2 buttons. After depressing ⊗ to ollie, you can add a variety of flips and grabs using the DualShock 2 face buttons. Special moves can be accessed using *Street Fighter 2*-style twists of the Analogue sticks. The system is slightly more deliberate than *THPS3*, but allows solid, believable moves to be linked in combination. With practice, the slower 'feel' becomes natural.



KICK TURPIN: When your Special Bar is fully charged, double tap △ to unleash a killer move.



MANIC LINER: The fantasy themed levels lend heavily from folklore - and famous sunken ships.

EXPECTED UK NOVEMBER

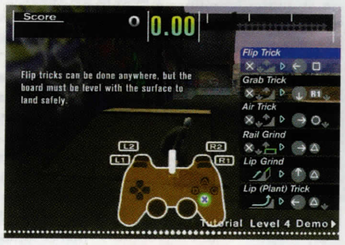
ESPN X GAMES SKATEBOARDING

The world's highest profile extreme sports event grinds onto the deck of the Titanic with deceptively playable results. Shame you still can't get away without mentioning *that* bloke Tony, though.

PSM2 UPDATE

MODERN skateboarding is a grotesquely technical affair. Gone are the days when you could dazzle the cornershop toughs with a power slide and pair of neon shorts. The skaters of today are flipping onto bigger and badder things. The standard is so high, only two types of skater stand out from the crowd – the stylish and the insane. Thankfully, *ESPN X Games Skateboarding* offers both – an edgy combination of fluid precision and fantasy environments. If you're prepared to invest the time, a wax-slick distillation of *real* skating bubbles underneath.

While *Tony Hawk's Pro Skater* opts for a reality-bending, arcade-style approach, Konami's extreme star leans to the burning edge of realism. Almost every trick – and combination – could conceivably be performed by a top professional, a welcome contrast to the cartoon acrobatics of Activision's game. By adhering to reality, *ESPN* is realistic *and* escapist – nudging the aspirational limits of human performance. Oh, and you can grind dinosaurs, too.

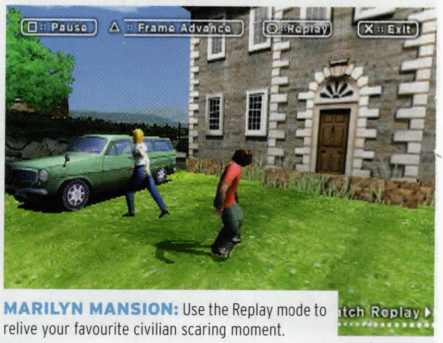


Flip tricks can be done anywhere, but the board must be level with the surface to land safely.

PAD RELIGION: The Tutorial mode will take you through each move step by step - a real godsend.

The Arcade levels are split between reality and fantasy. There're no triple back-flips, but you *can* tailslide the rails of the National Museum – it's everything you'd do in real-life if you had the ability and couldn't get arrested. Starting in a leafy LA suburb, you've got to complete a variety of goal-based challenges to unlock the next level. Tasks include smashing fire hydrants, hitting a sequence of checkpoints, or achieving specific score limits – similar to *Tony Hawk's*. One minute you're cruising the hills of San Francisco, the next you're grinding an Aztec temple.

The X Games mode is slightly less surreal. You've got to scoop Gold on two courses – Vert and Street – modelled on their real-life counterparts from last year's San Francisco games. Time limits are excruciatingly tight, so you've got to cram in the combinations. Judges reward difficulty, variety and use of terrain – it pays to think one move ahead. The Street course is especially challenging. It's no good using facing banks like a half-pipe, you've got to charge about spanking rails and making big jumps. In this respect, *ESPN* trumps the solely point-based repetition of *Tony Hawk*.



MARILYN MANSION: Use the Replay mode to relive your favourite civilian scaring moment.

There're eight licensed skaters, including *Tony Hawk* defector Bob Brandished and avert skating legend Colon Mucky. Skaters have real-life sponsors, with 64 board designs in the finished game. The character animation are fluid, with sharp likenesses and neat shuffling as you square up for tricks. *Tony Hawk* might have the enviable reputation, but *ESPN X Games* is gunning from the streets. **PSM2**

Konami's extreme skater will be flipping into stores this November.

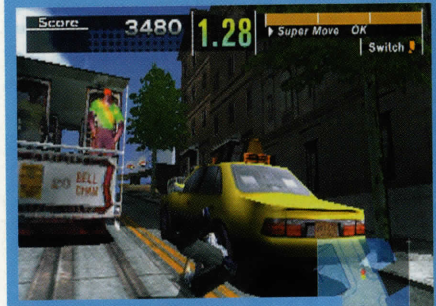
"INVEST THE TIME AND A WAX-SLICK DISTILLATION OF REAL SKATING BUBBLES UNDERNEATH"

ESPN X GAMES SKATEBOARDING

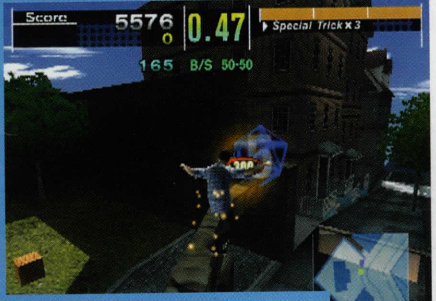
"REALISTIC AND ESCAPIST"

BLAZING THE TITANIC

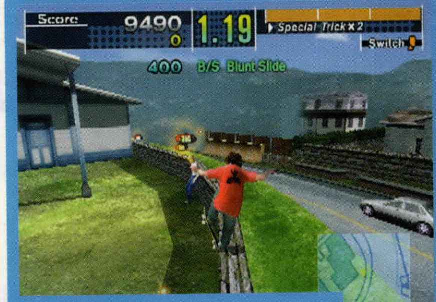
2 The Arcade courses contain a variety of finger-busting challenges and secret areas. You'll need to complete two-thirds of each course to advance to the next. The LA course contains a series of hidden ramps leading to a bolted mansion, while the Museum level offers hidden secrets for grinding the roof-mounted dinosaurs. Despite some awkward scenery block-in, levels are bright with ample scope for combination play.


Score 3480 1.28
Super Move OK
Switch

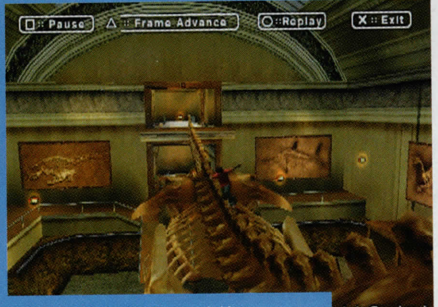
TRAM SANDWICH: The steep hills of San Francisco bustle with unusual hazards .


Score 5576 0.47
Special Trick x 3
165 B/S 50-50

GRIND OVER MATTER: Reaching the checkpoints often requires daring feats of skill.


Score 9490 1.19
Special Trick x 2
Switch
400 B/S Blunt Slide

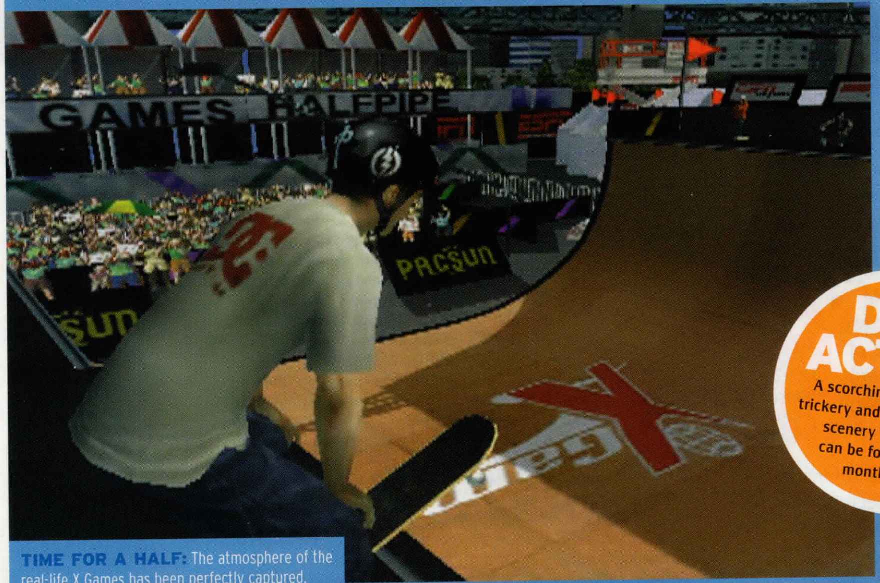
BRICK ASTLEY: If you get lost, the radar can get you back on the straight and narrow.


Pause
Frame Advance
Replay
Exit

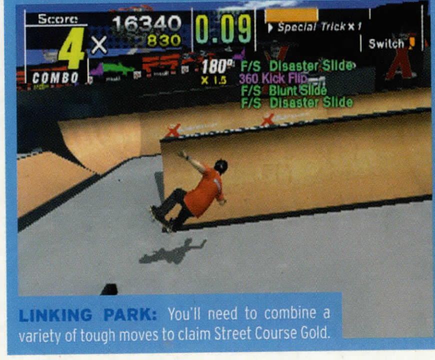
SPINAL CHAP: The most bizarre scenery acts as a gateway to point-heavy hidden areas.

YOU GOT GAME

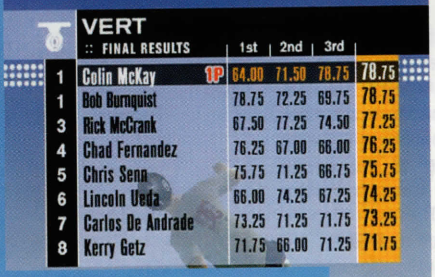
4 If you've watched Channel 5 on Saturday afternoon, you'll have some idea what the X Games are all about. Skaters get three 60-second runs to dazzle the judges and send the whooping teenage crowd into a frenzy. The format has been perfectly recreated, including accurate marking regimes and trick-sensitive cheers. You'll need bold lines and a flawless run to win. Can you grind the TV support girders of the Street Course?


GAMES HALFPIPE
PACSUN

TIME FOR A HALF: The atmosphere of the real-life X Games has been perfectly captured.


Score 16340 0.09
4 x 830
COMBO
Special Trick x 1
Switch
180° F/S Disaster Slide
360 Kick Flip
F/S Blunt Slide
F/S Disaster Slide

LINKING PARK: You'll need to combine a variety of tough moves to claim Street Course Gold.

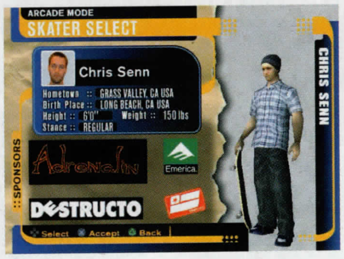


VERT

:: FINAL RESULTS

		1st	2nd	3rd	
1	Colin McKay 1P	64.00	71.50	78.75	78.75
1	Bob Burnquist	78.75	72.25	69.75	78.75
3	Rick McCrank	67.50	77.25	74.50	77.25
4	Chad Fernandez	76.25	67.00	66.00	76.25
5	Chris Senn	75.75	71.25	66.75	75.75
6	Lincoln Ueda	66.00	74.25	67.25	74.25
7	Carlos De Andrade	73.25	71.25	71.75	73.25
8	Kerry Getz	71.75	66.00	71.25	71.75

CAIN AND TABLE: You only need one show-stopping run - scores aren't aggregated.



ARCADE MODE

SKATER SELECT

Chris Senn

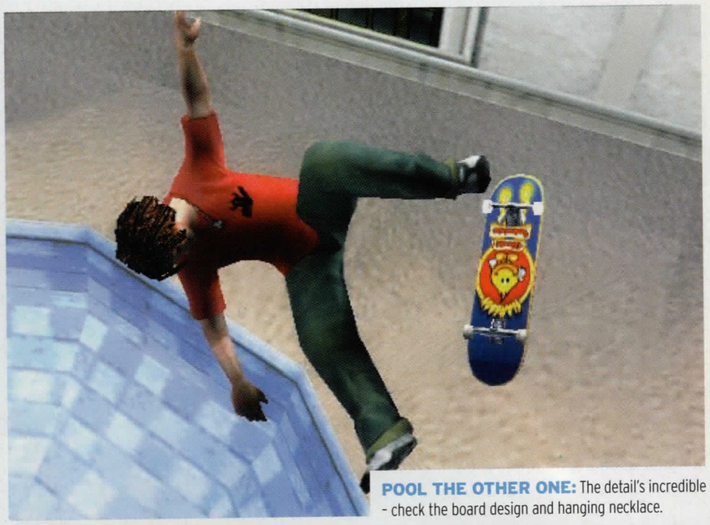
Hometown :: GRASS VALLEY, CA USA
Birth Place :: LONG BEACH, CA USA
Height :: 6'0" Weight :: 150 lbs
Stance :: REGULAR

CHRIS SENN
:: SPONSORS
Adrenalin
Emerica.
DESTRUCTO
Select
Accept
Back

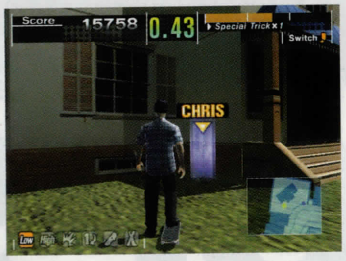
DUD GIVEAWAY: Each skater's been recreated in painstaking detail, including their sponsorship deals.

SPONSORED SIDEWALK

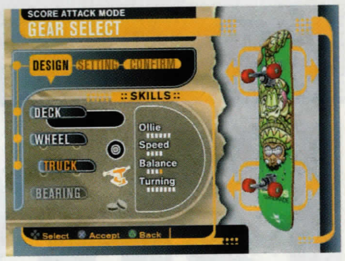
3 The skaters have a variety of real-life sponsors, from World Industries to The Firm. Trucks can be adjusted for stiffness, while bearings can be replaced for added speed. You can even change the colour of your wheels. There're a variety of hidden decks in the Arcade levels, with 64 designs in total. All the joy of designer gear, without the wallet-trembling guilt of snapping your board down the park after five minutes.



POOL THE OTHER ONE: The detail's incredible - check the board design and hanging necklace.


Score 15758 0.43
Special Trick x 1
Switch
CHRIS

SHADE IN AMERICA: There's a hidden board on each course, often in hard to reach areas.


SCORE ATTACK MODE
GEAR SELECT
DESIGN
SETTING
CONFIRM
:: SKILLS ::
DECK
WHEEL
TRUCK
BEARING
Ollie
Speed
Balance
Turning
Select
Accept
Back

TRUCKER'S LUCK: You can tweak each individual aspect of your set up - just like real-life.

HANDS-ON VERDICT

5 You'll need patience to warm to *ESPN*. It just doesn't feel like... you know, that *other* game with skateboards in it. However, when you adjust to the control set, you'll find a trick system with – just possibly – a more rewarding feel. The fantastic Tutorial mode certainly helps to ease you in. Real skaters will definitely appreciate the difference – everything responds as it should. The joy of busting a fat kickflip is perfectly captured. Killer trick combos have to be earned, doubling the warm glow of success. At the moment, the Arcade levels feel a little unpolished, with some nasty pop-up and uneven challenges, but you'll forget it all when you're tearing the hills of Frisco grinding rooftops and dodging trams. Whether *ESPN* will have the long-term appeal of its biggest rival is still in question.

You'll love it because...

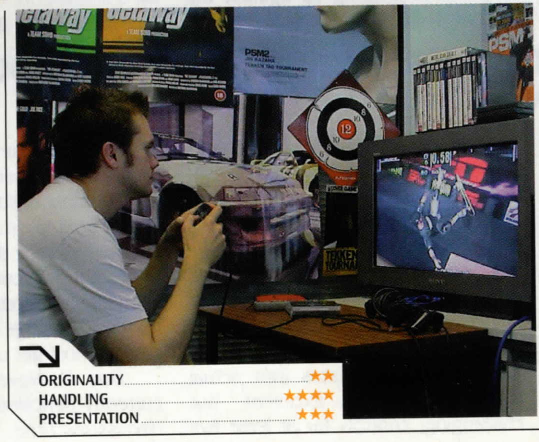
Great animation and satisfyingly realistic trickery meet pseudo-absurd scenery.

You'll hate it because...

It feels initially laboured and lacks the polished balance of its rival.

DVD ACTION

A scorching selection of trickery and some ludicrous scenery negotiation can be found on this month's DVD.



ORIGINALITY ★★
HANDLING ★★★★
PRESENTATION ★★★

INFO

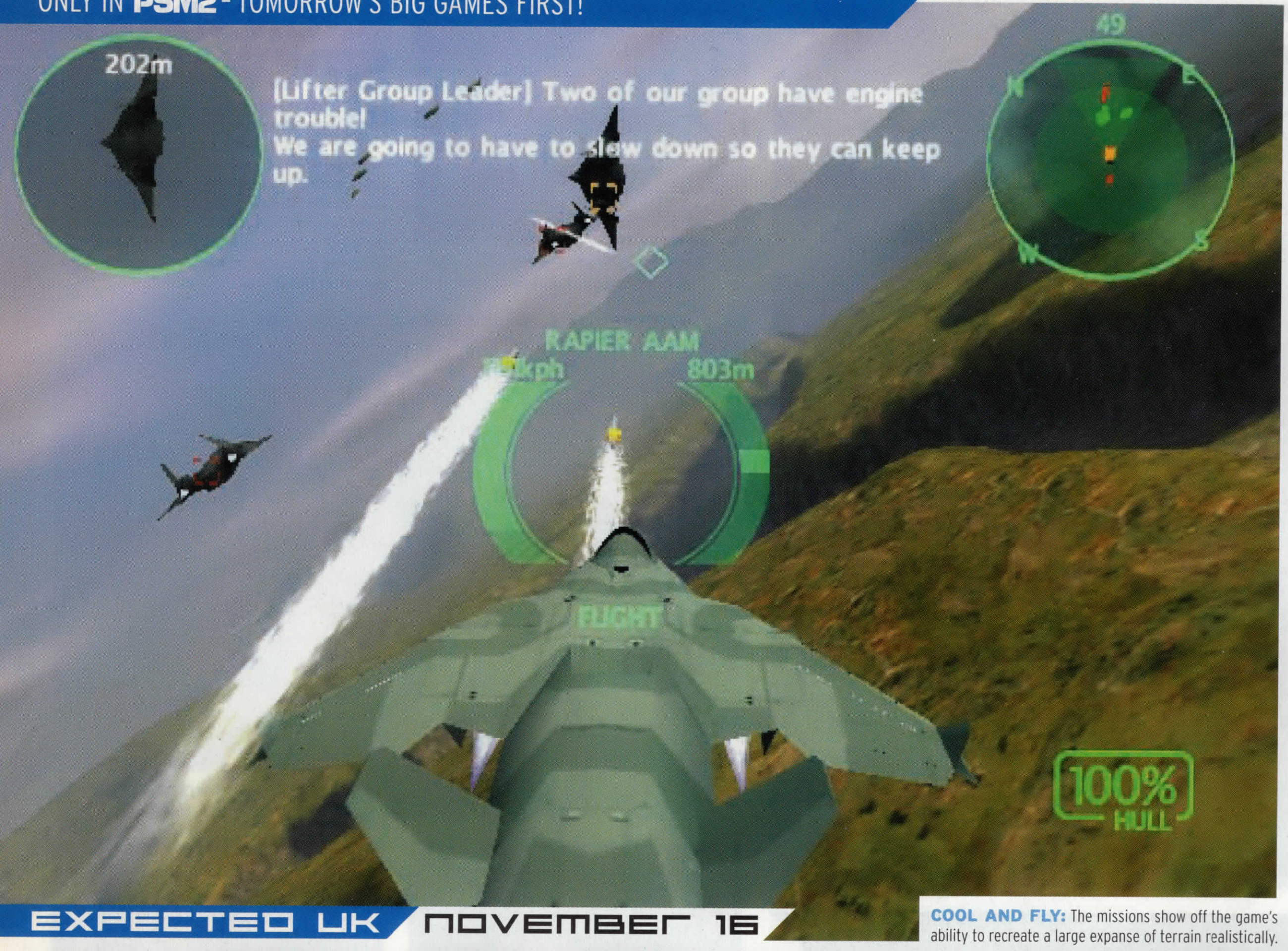
- **DEVELOPER**
  Konami CE Osaka
- **PUBLISHER**
  Konami
- **GAME TYPE**
  Extreme Sports

ANTICIPATED FEATURES

- Six Arcade Levels, plus two authentic X Games courses.
- Graduated tutorial mode featuring instruction videos.
- Eight licensed skaters.
- 12-song Punk-lite soundtrack, featuring Linkin Park and Voodoo Glow Skulls.
- Free Skate, Versus Attack and Score Attack modes.

WHERE IT'S AT...

The game has slipped to a November release, pitching it head-to-head against *THPS3*.


[Lifter Group Leader] Two of our group have engine trouble!
We are going to have to slow down so they can keep up.

COOL AND FLY: The missions show off the game's ability to recreate a large expanse of terrain realistically.

EXPECTED UK NOVEMBER 16

DROPSHIP

It's about time we had the opportunity to play General Haig on PS2. Please, step into Sony's futuristic Hercules…

PSM2 FIRST PLAY

THERE'S been precious little in the way of military battle vehicles on PS2 so far. There's… well actually, there isn't any. Take a look at Absolute PS2 (pg90) and you'll find nothing in khaki or olive drab except the execrable *Army Men* series. Thankfully, coders across the globe have realised there's a missile-sized gap in the market and've been rolling back the camouflage netting in response. Which leads us to wonder how *Dropship* is shaping up against the likes of *Ace Combat 4* and *Top Gun*.

"THE FUTURISTIC LEANINGS TAKE IT OUT OF THE STANDARD FLIGHT SIM CLASS"

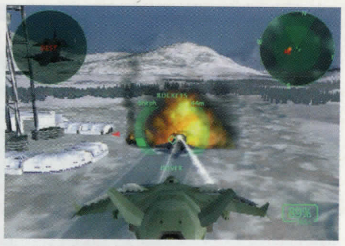
Well, for a start, the futuristic leanings of the game take it out of the standard flight sim class, which – in our book – is no bad thing. As a result, the guys at Sony's Camden Studio have decided to ditch the slow-paced twiddly action of a strategy title and have instead go for a delicate balance of complex control and arcade nuking.

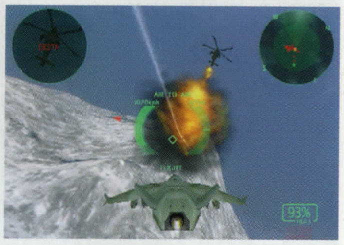
How this translates into actual play is by some excellent, but challenging, controls for at least five different types of craft. And, get this, it's one of those mixing genres type o' games that *actually works*. Whether you're bombing about at ground level in an APC or swooping to strafe a bridge in an attack ship, the action's edge-of-the-seat stuff, with an airstrip-full of blinding missile effects and stomping explosions.

The only disappointment so far is an absence of Electronic Counter Measures in the aerial craft, although it does look like the game's open-ended tactical elements have made it into the final build. As such, how you deploy your troops and how close you get them to their dropzone will directly effect the outcome of the overall campaign. Success through limiting mindless carnage? That's an idea we could almost get used to. **PSM2**

Due in November, Dropship is currently pencilled in to hit review in two issues' time.

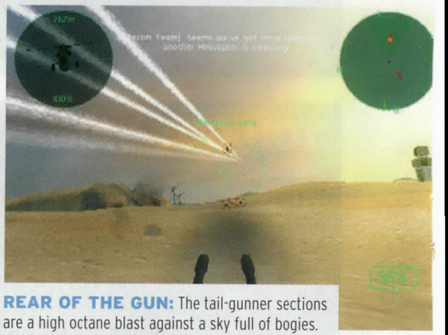
DVD ACTION
We take you on three of the game's missions and let you witness the killer handling of aerial and ground combat first-hand.


GROUND FORCE: Hovering around stricken enemies and finishing them off is grimly satisfying.


BLAST FINESSE: Take out an opponent and you're treated to a satisfying cloud of expanding debris.

MISSION YOU ALREADY

1 We've played four of the game's missions and they're all extremely meaty with a constant flurry of updates to your current objectives. As a result, you're never sure what's going to happen next.


REAR OF THE GUN: The tail-gunner sections are a high octane blast against a sky full of bogies.

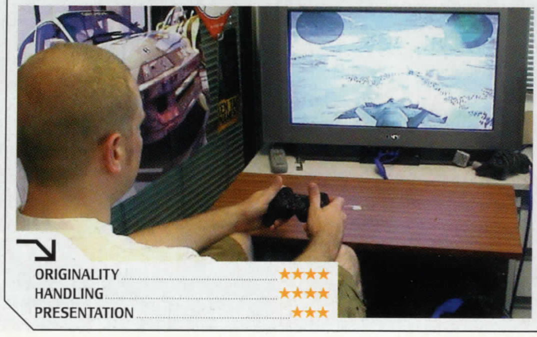
HANDS-ON VERDICT

2 Crank your dropship from flight to hover mode for the first time and you can't help but be impressed. The handling's excellent, although hampered, at times, by a knuckle-knotting key combos. But what's wrong with that? Too many games seem happy to go with the dull 'hit ⊗ to shoot' option and, once mastered, you'll not think twice about slapping on the air brakes, banking hard right and punching the afterburners to pull another enemy 'copter into your sights.

As far as the ground missions go, they break down into two types of action – driving and blowing stuff out of the sky in a tail-gunner kind of way. The driving elements focus on evasion while the tail-gunner segments on the other hand, are incredibly intense. Attacks come from every angle as cannons, ground troops and choppers all open fire. Stick with about a minute of this and you get the real sense of fighting for you life against incredibly stacked odds. When you finally reach your target, and safety, it's definitely one of those 'thank Christ for that' moments.

You'll love it because…
The dropship feels so convincingly authentic, you can almost smell the rubber of your face mask and the squeeze of your G-suit.

You'll hate it because…
The ground vehicles, although clocking over 100kph, sound like they've got a knackered two-stroke under the bonnet.



ORIGINALITY	★★★★
HANDLING	★★★★
PRESENTATION	★★★

DROPSHIP

INFO

- **DEVELOPER**
  Camden Studios
- **PUBLISHER**
  SCEE
- **GAME TYPE**
  Action Shooter

ANTICIPATED FEATURES

- 40km by 40km theatres of operation for each mission.
- Over five different types of craft to pilot including dropships, recon planes, armoured assault craft, escort fighters and jeeps.
- Organic mission structure that reacts to your actions.

WHERE IT'S AT…

- The four missions we've played all look incredibly tight, so it's down to quantity rather than quality from here.

www.codemasters.com

Ronnie O'Sullivan

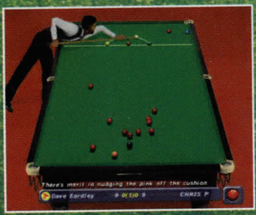
BATTLE 27 OF THE WORLD S GREATEST PLAYERS WITH YOUR BARE THUMBS.

"A BRILLIANT RE-CREATION OF SNOOKER." OFFICIAL PLAYSTATION 2 MAGAZINE

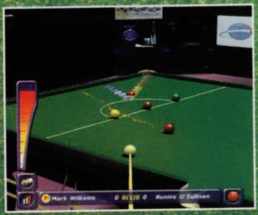
WORLD CHAMPIONSHIP SNOOKER ON PLAYSTATION 2.

Got what it takes to take on the likes of O'Sullivan, Williams and Hendry? Now's your chance to go through all the highs (or maybe the lows) of a professional snooker career. With a stunning new 3D physics engine and unbeatable, near TV realism, you won't get closer to the real thing. Give yourself a break, get yourself World Championship Snooker 2002.

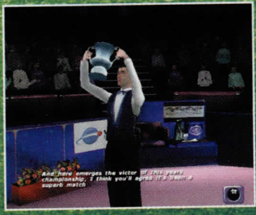
Create Character
Player 2
Head
Shirt Colour
Waistcoat Colour
Right Handed
England
Done
Select
Cancel
Up/Down
Edit Name

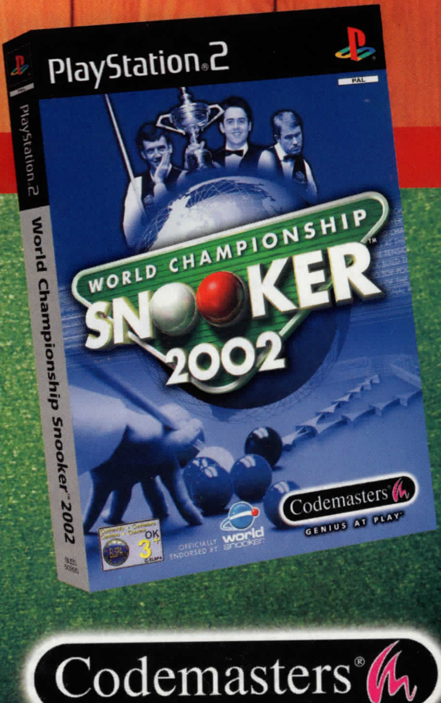

There's merit in nudging the pink off the cushion

Dave Eardley
9 0(1)0 9
CHRIS P



Mark Williams
0 0(1)0 0
Ronnie O'Sullivan


And here emerges the victor of this years championship, I think you'll agree it's been a superb match



PlayStation 2
PAL
WORLD CHAMPIONSHIP
SNOOKER
2002
World Championship Snooker 2002
OFFICIALLY ENDORSED BY
world snooker
Codemasters
GENIUS AT PLAY

DEVELOPED BY
BLADE INTERACTIVE STUDIOS

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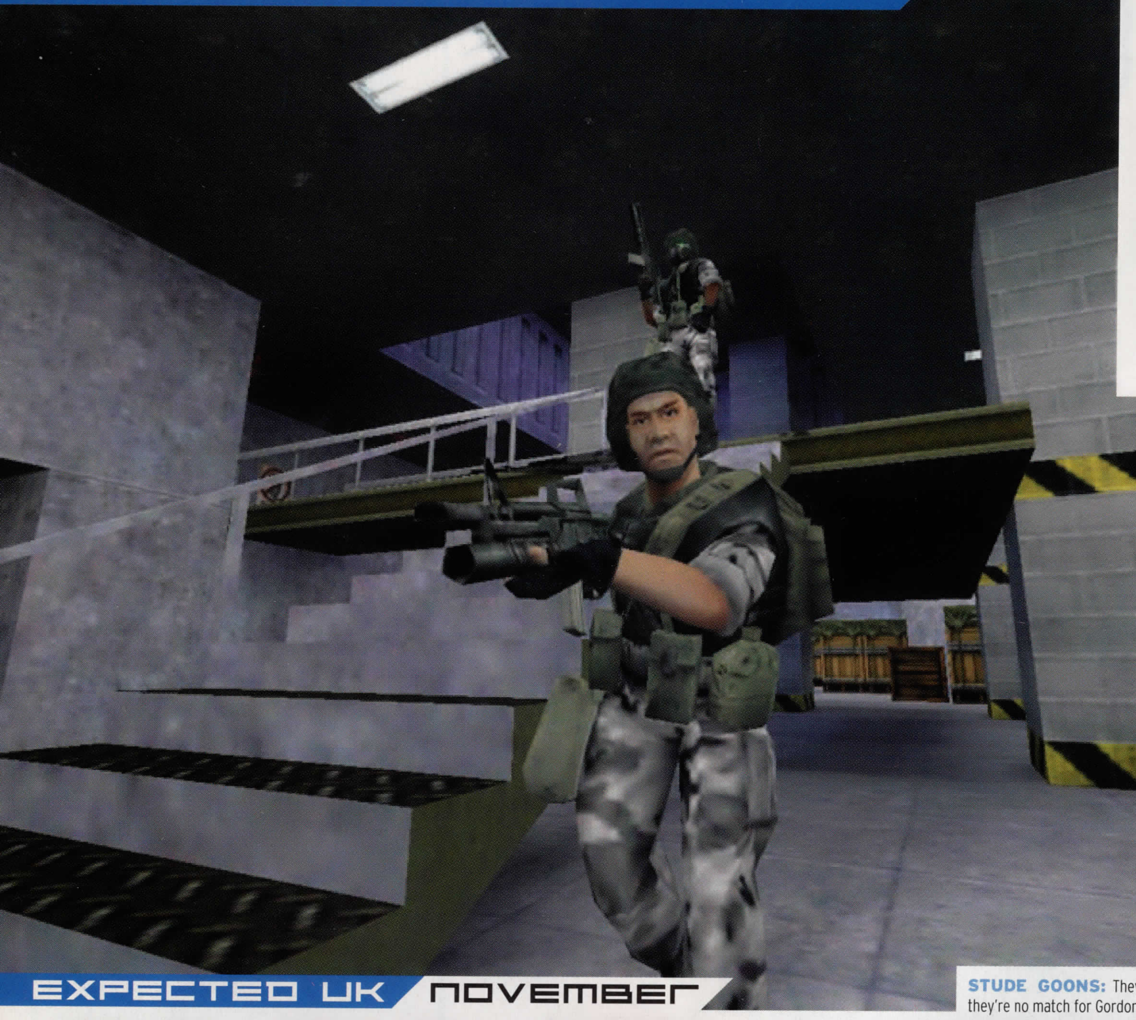
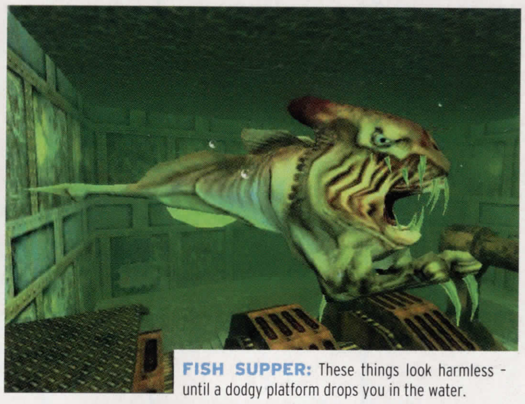
GENIUS AT PLAY™



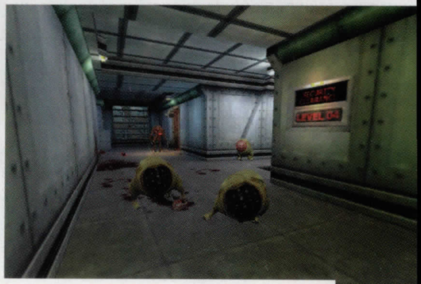
STUDE GOONS: They're well tooled up - but they're no match for Gordon: irate PHd student.



FISH SUPPER: These things look harmless - until a dodgy platform drops you in the water.

SHOT OF HORRORS

1 In contrast to most mission-driven shooters – *Doom*, say – the slavering monsters come at you right from the start, with the fearsomely ruthless Black Mesa ops team making an appearance just as it looks as if everything's going to be all right. Later in the game, there's a brief visit to the alien dimension that's spawning all these hellish creatures – but it's not as much fun as crawling round the air vents.

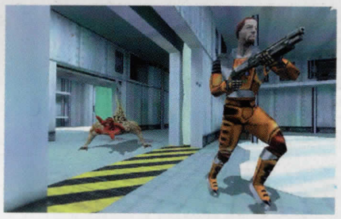


MAGGOT HATCHER: These things produce jolts of electricity, and whimper when you hit them.

EXPECTED UK NOVEMBER

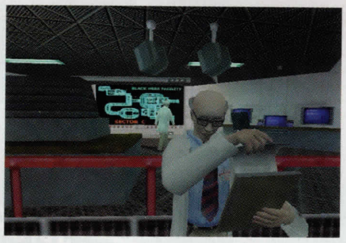
HALF-LIFE

A classic blast of PC gaming history shapes up for PS2 with its tangled web of chaos and conspiracy intact. Oh, and brand spanking new sub-missions.



100 CREATURE SPRINT: Outnumbered? Run like a mid-'90s Linford Christie. No shame in that.

PSM2 FIRST PLAY



DEAD CALM: The early, placid scenes of scientific industry heighten the effect of the later carnage.

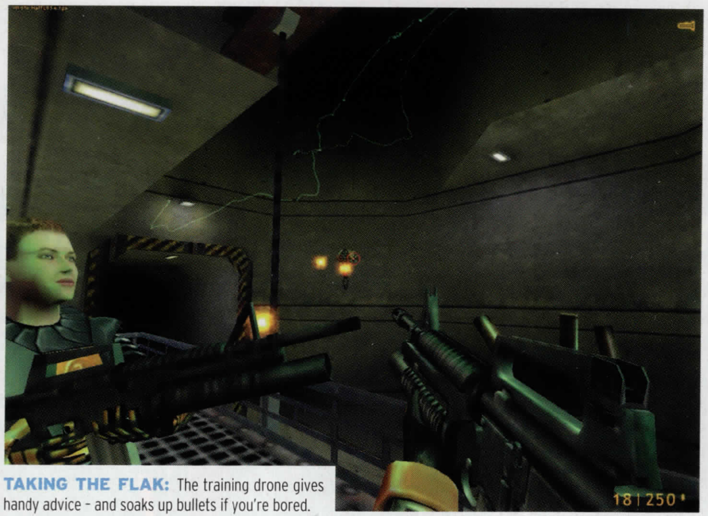
YOU'RE A scientist in an isolated top-secret underground research facility. Your colleagues have found samples of a mysterious glowing substance, decided to shove it into a nuclear reactor, stuffed you into a hazard suit and told you to push the radiation trolley. Naturally, it all goes fine, the experiment's a resounding success, and everyone nips down The George for a cheeky half. Only joking.

"IT INCLUDES A WEAPON THAT LETS YOU SHOOT FLESH-EATING INSECTS INTO SOLDIERS' FACES"

Back in 1998, *Half-Life* re-invented the Deathmatch-obsessed FPS genre, and its influence was evident in the marvellous *Red Faction* – from the sinister corporate overtones down to the needless slaughter of innocent people. The PS2 version's been in development since April last year, and promised to add more debris, smoke and fire, and character models with a higher polygon count and more detailed textures. Although to be honest, we've played the original a fair bit, and the main change we've noticed is that the hypodermic on the med-stations actually moves now.

Also new for PS2 is the extra set of missions known collectively as Decay and a two-player co-operative mode. Skirmish will let a couple of mates fight each other or the advancing hordes with characters unlocked in the main game.

If you haven't played *Half-Life* before but enjoyed *Red Faction*, you're in for a treat. Some set-pieces are maddening – like the bit where you're on a lift being randomly pelted by crab-monsters – but others are inspired. Battling to save scientists from a hit team, casually lobbing a wad of C4 down the shaft your pursuers just abseiled into – these are the things we love. Besides, it includes a weapon that lets you shoot flesh-eating insects into soldiers' faces. Not many games can say that. **PSM2**

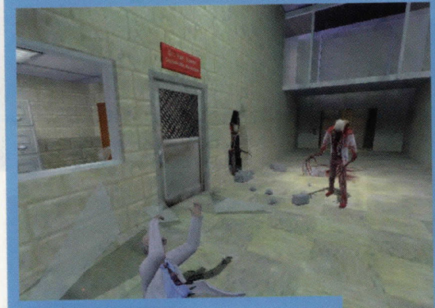


TAKING THE FLAK: The training drone gives handy advice - and soaks up bullets if you're bored.

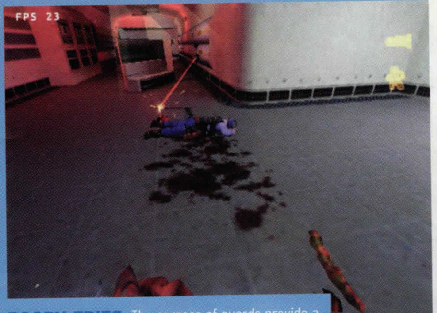
Half-Life *will be taking on* Agent Under Fire *by Christmas.*

STORY GORED

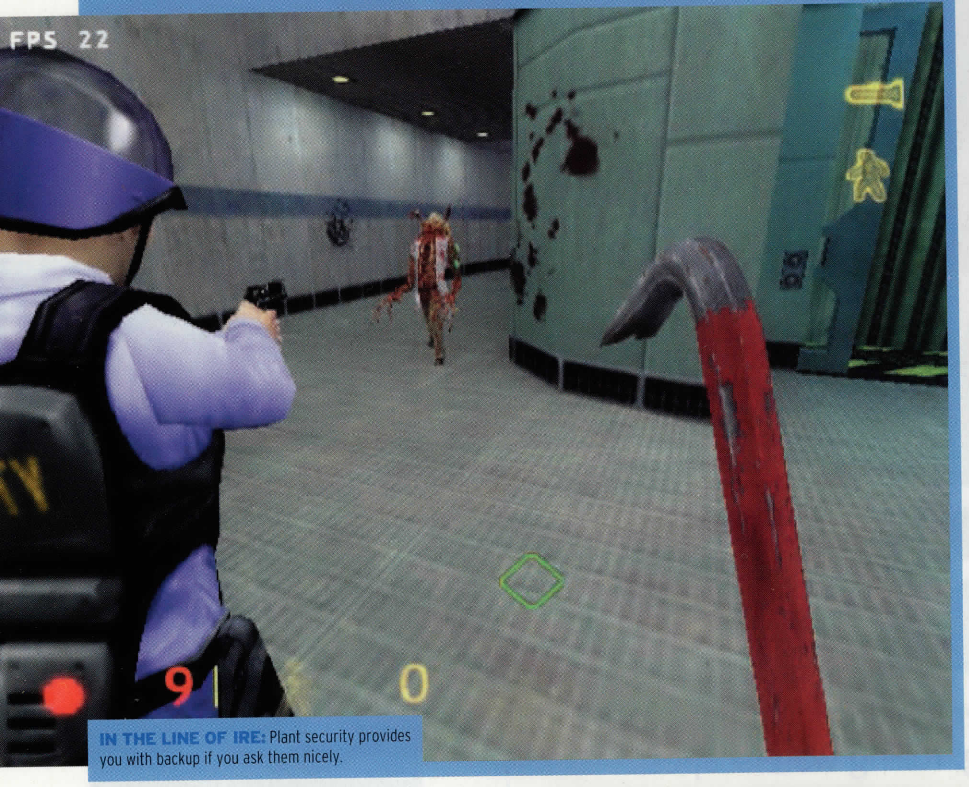
2 There aren't any cut-scenes in *Half-Life* – just a series of cinematic moments woven into the main game. First up, there's a lengthy – and slightly tedious – setup where you wander around the complex, seeing people at work and experiments in progress. Later, you revisit many of the same locations – but this time they've been gutted by explosions and decorated with giblets. In another pleasant touch, doing certain things triggers set-piece animations in front of you – mostly involving scientists getting eaten. Messily.



SCREAMY WINDOWS: Many's the time you'll approach a window, only to see a scientist fly through.



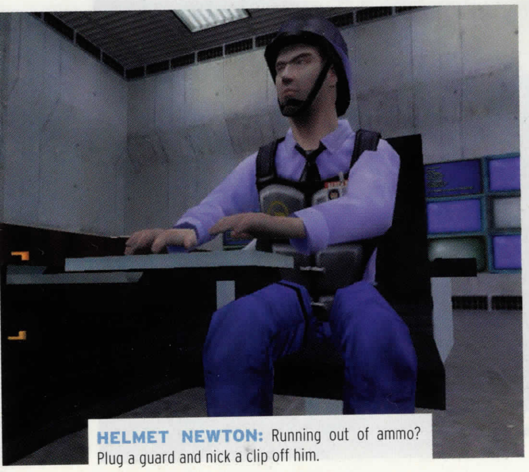
BOOBY FRIES: The corpses of guards provide a grisly example of what booby-traps can do. Ick.



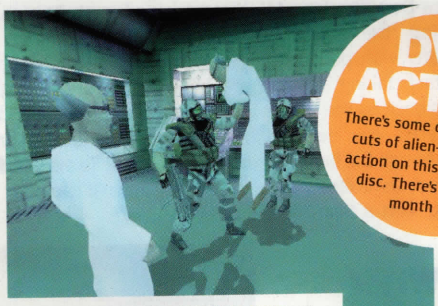
IN THE LINE OF IRE: Plant security provides you with backup if you ask them nicely.

FRIENDS IN NEED

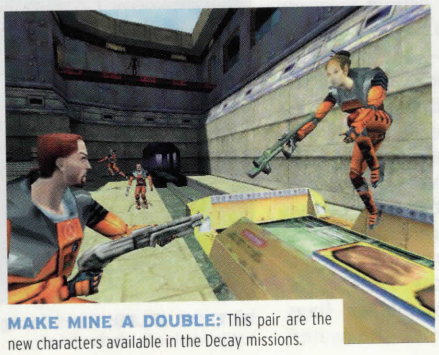
4 Generally, you'll find two sorts of vaguely friendly people strolling around the research facility. Guards follow you, doubling as back-up and human shields. Scientists advise you on where to go, give you injections of health-juice and occasionally open retina scan-coded doors. That's if you can resist popping a cap in them whenever they make a smartarse remark.



HELMET NEWTON: Running out of ammo? Plug a guard and nick a clip off him.



BOFFIN THE MIDDLE WITH YOU: When the Mesas turn up, protecting the profs gets tricky.



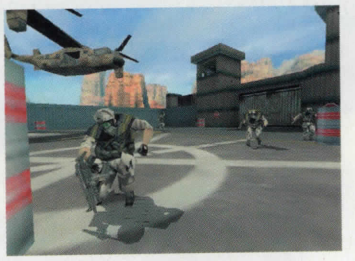
MAKE MINE A DOUBLE: This pair are the new characters available in the Decay missions.

DVD ACTION

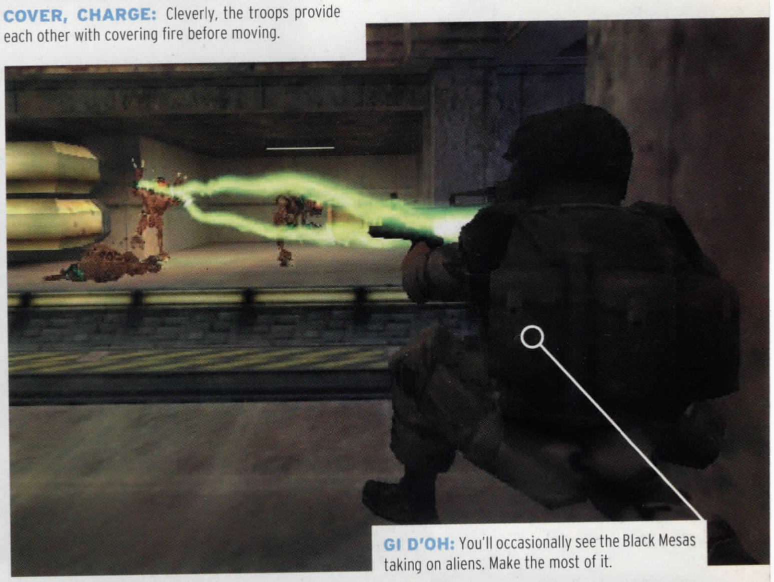
There's some of the choicest cuts of alien-eviscerating action on this month's free disc. There's more next month too...

TOO MUCH GUN

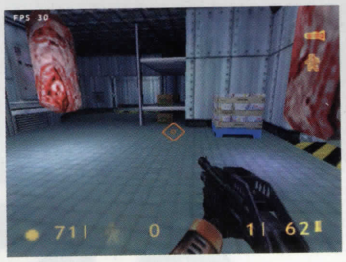
3 *Half-Life*'s weapons look a bit timid next to *Red Faction*'s terrain-destroying bazookas – but they're undeniably inventive. There's a bolt-action crossbow with a telescopic sight attached, and a rocket-launcher with a built-in missile cam. For purists, there's also the bog-standard M-16 and a .44 Magnum for instant death head shots.



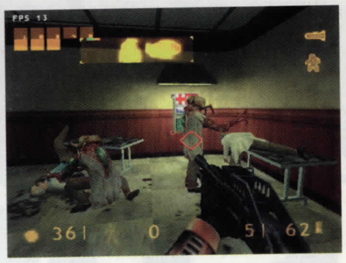
COVER, CHARGE: Cleverly, the troops provide each other with covering fire before moving.



GI D'OH: You'll occasionally see the Black Mesas taking on aliens. Make the most of it.



ABATTOIR AND COSTELLO: Chasing crab-monsters round a meat locker is oddly tense.



DISTRACTION ENGINE: Sneak up on the freaks and you can despatch them without too much hassle.

HANDS-ON VERDICT

5 At the moment, *Half-Life* needs speeding up. The handy framerate counter on our version has it clocked as low as seven fps at times, and when things get hectic, it judders like an antique lawnmower. Due to the nature of the bad guys – tiny facehugger-turtles springing at you, for instance – aiming feels a tiny bit more clunky than it is in other PS2 shooters. Bizarrely, there's also a target that locks on to anything near your sights – but the gun *doesn't* auto-aim towards it, which is incredibly off-putting. Presumably you'll be able to turn it off in the finished version. Still, the AI's commendable – aliens charge as you reload, but flee when you're tooled up – and of course, it supports a USB keyboard and mouse.

You'll love it because...

It's the game that redefined first-person shooters, and a fine example of immersive storytelling.

You'll hate it because...

You're not the sort of sicko who likes shooting defenceless lab boffins with anti-tank rounds, damnit.

ORIGINALITY	★★
HANDLING	★★★
PRESENTATION	★★★

INFO

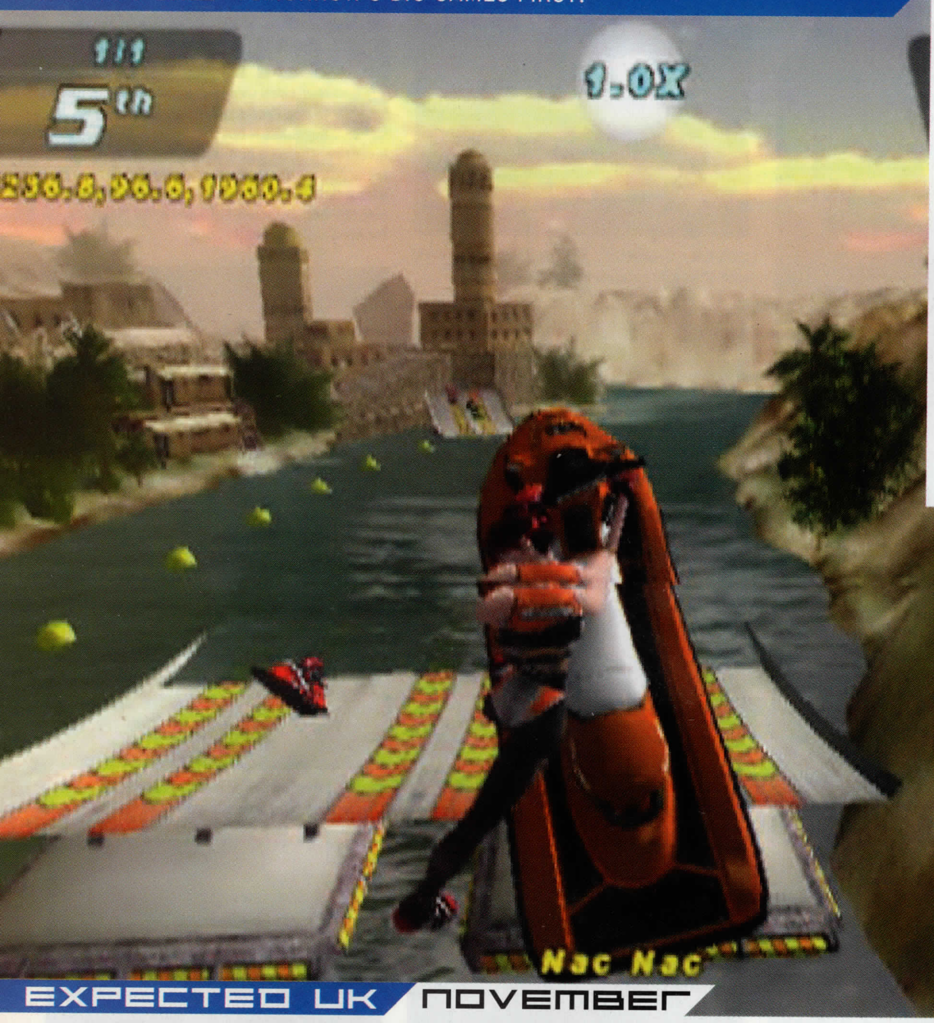
- **DEVELOPER**
  Gearworks
- **PUBLISHER**
  Havas Interactive
- **GAME TYPE**
  First-person shooter

ANTICIPATED FEATURES

- Two-player Co-operative and Deathmatch modes in the special Skirmish levels.
- Nine weapons, including laser trip mines, detonator-blown C4 and a sniper-scope-equipped crossbow. Lordy.

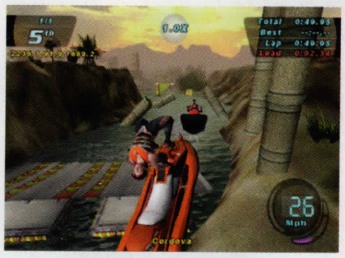
WHERE IT'S AT...

- The two-player mode and *Decay* levels have yet to go in, so we haven't played them yet.

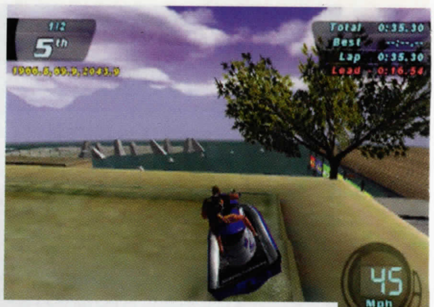


TAKING THE PLUNGE

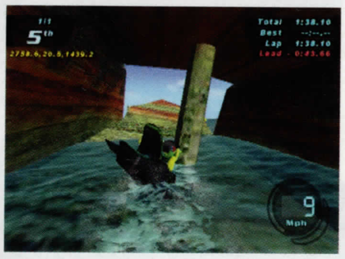
1 *Splashdown* uses a Performance Meter, which fills up whenever you successfully pull off a trick, increasing your acceleration and top speed as it goes. Freestyle using the Analogue stick and shoulder buttons.



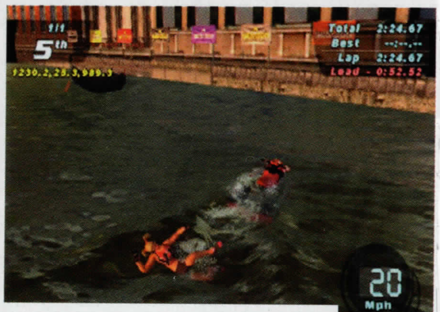
CORDOVA THE RAINBOW: Moves like this leave you without much control over your Sea-Doo.



OFF AT THE DEEP END: Short-cuts across rooftop swimming pools cement the implausibility.



SPLASH GORDON: The sci-fi lizard man's an unlockable secret character.



WATER WE LIKE: Look at it. Just look at it. It's even better in motion, trust us.

UNDERWATER LOVE: Falling off provides a perfect way to study your craft's rippling wake.

EXPECTED UK / NOVEMBER

SPLASHDOWN

Yes, it's another stunt racer, but this one's better looking than most. No muddy gravel and brown puddles here – just sparkling, rolling waterscapes.

THE BEST Water Effects On PS2 title's been hotly contested recently. *GT3*'s got a light spray of quality H_2O misting across Rainy Stage Route 5. *ICO* has the nicest ripple effects we've seen... well, ever. But for huge, shimmering expanses of realistically moving wetness, there's only one real choice. *Surfing H30*. No, sorry – *Splashdown*.

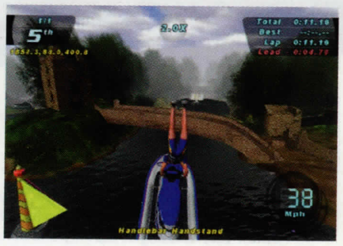
"IN SPLASHDOWN YOU'VE GOT TO DEAL WITH CONSTANTLY SHIFTING TERRAIN"

PSM2 • UPDATE •

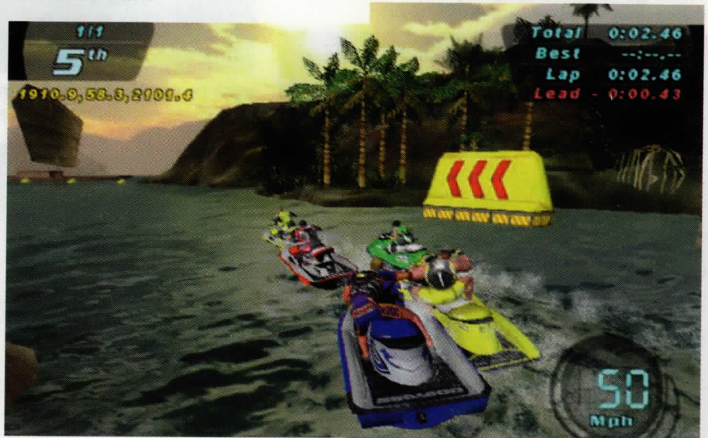
Put simplistically, *Splashdown*'s similar to *ATV Offroad Fury*, but on water. The bouncy races, the eye-watering crashes – even the hold-button-then-prod-pad trick system seems oddly familiar. Except, of course, that *Fury*'s set on a series of arid, bumpy, static backgrounds, while in *Splashdown* you've got to deal with constantly shifting terrain. Apart from dealing with real-time wave effects, expect to be buffeted in other riders' wakes. It's even possible to temporarily avoid some obstacles by deliberately submerging your Sea-Doo (the brand of jetski sponsoring the game), emerging seconds later with perfectly coiffured hair still intact. Taking things a step further, jerking back on the stick after going under sends you leaping out of the water – although the benefit of doing this isn't clear, as it tends to leave you spluttering with a Sea-Doo on your head.

At the moment, it's difficult to gauge how *Splashdown* works as a competitive game – the opposition tend to either dawdle along behind you or tear off into the distance like a shoal of drug-crazed barracuda, robbing the game of that competitive edge that could make or break it. Without anyone to follow, the courses can be a tiny bit confusing – vast stretches of water aren't the easiest of things to negotiate when you lose sight of the marker flags. Still, skimming across the water's mesmerising fun on its own, with the spray and light effects proving gently hypnotic. And occasionally making us thirsty for the sun-drenched, Margarita-soaked life that we believe to exist somewhere outside of PSM2 Towers. **PSM2**

Splashdown'll be out for the Christmas rush.



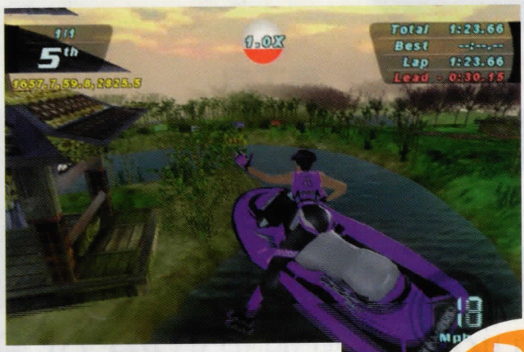
FISH 'N' IMPOSSIBLE: Some moves can be done while you're floating - but not in real-life, mind.



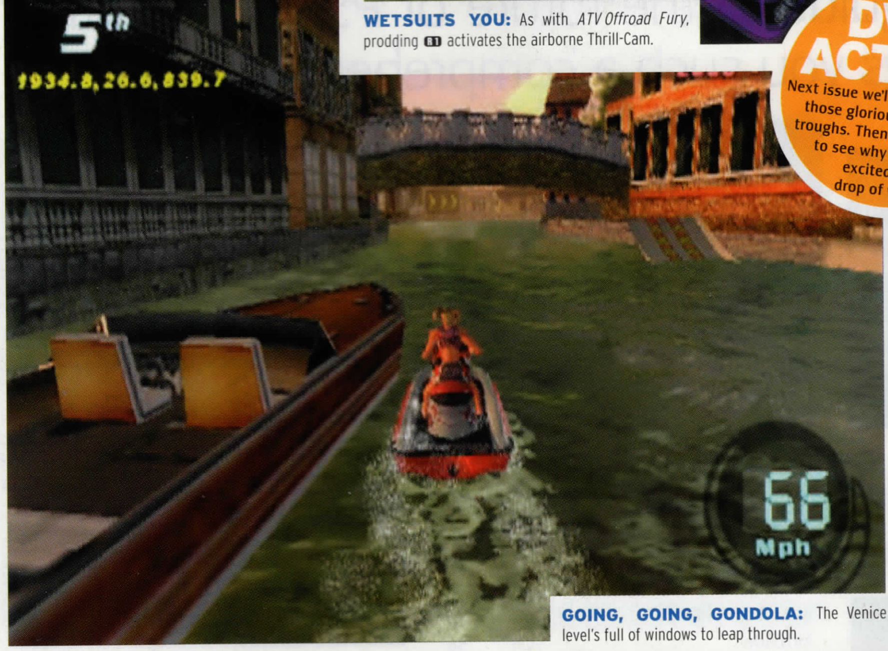
WET 'N' RILED: There's nothing wrong with nudging rivals onto nearby obstacles.

SPLASH OF THE TITANS

2 In contrast to the carefully reconstructed real-life tracks of *MX Rider*, *Splashdown*'s circuits are based on well known bodies of water such as Lake Havasu, The Rhine, and, um... Loch Ness. They're also full of short-cuts involving skidding across brief stretches of dry land – possible, but not exactly advisable on a real Sea-Doo.



WETSUITS YOU: As with *ATV Offroad Fury*, prodding R1 activates the airborne Thrill-Cam.



GOING, GOING, GONDOLA: The Venice level's full of windows to leap through.

HANDS-ON VERDICT

3 Where other stunt vehicle games traditionally have a suspension preload system, in *Splashdown* the key's how much contact you make with the water. In deep water, pushing forward on the stick reduces 'porpoising' – or lurching in and out of the water – but on the straights, you'll want to keep the nose up to maximise your speed. *Splashdown* certainly feels different to any other PS2 racer, and at the moment we're still entranced by those water effects.

You'll love it because...

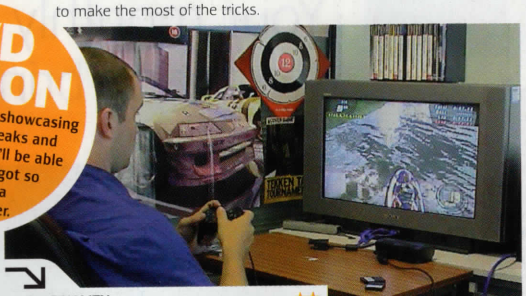
Despite the adrenaline-chugging action, there's something enormously relaxing about skimming across crystal-blue water.

You'll hate it because...

It's not the deepest of games – and there isn't even a Freestyle stunt mode to make the most of the tricks.

DVD ACTION

Next issue we'll be showcasing those glorious peaks and troughs. Then you'll be able to see why we got so excited by a drop of water.



ORIGINALITY	★★
HANDLING	★★★★
PRESENTATION	★★★★

INFO

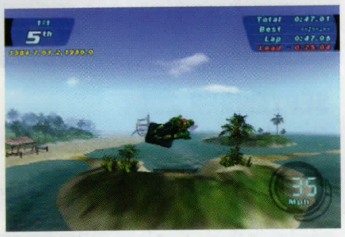
- **DEVELOPER**
  Rainbow Studios
- **PUBLISHER**
  Infogrames
- **GAME TYPE**
  Racer

ANTICIPATED FEATURES

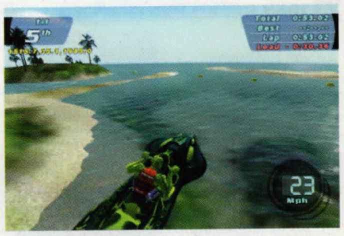
- 20 tracks, including locations like Venice, the Great Barrier Reef and Tokyo.
- Over 20 basic stunts.
- Arcade, Career, Countdown, Time Trial and Free Ride modes.

WHERE IT'S AT...

- Our version crashes a lot – and the AI varies wildly – but the graphics and levels are all in.



MIST OPPORTUNITIES: Even the spray given off by your craft looks phenomenal.



RETURN TO OZ: The Great Barrier Reef's a confusing place, especially if you stray off course.

TopTones....

Superman Lovers • Starlight	61146	Shaggy • Luv me, Luv me	61166
Emma • Take my breath away	61159	Ed Case+Sweetie Irie • Who	61149
Victoria • Not such an innocent..	61170	Dante Thomas • Miss California	61138
Bob the Builder • Mambo No.5	60047	So Solid Crew • 21 seconds	61074
Louise • Stuck in the middle..	61167	Macy Gray • Sweet Baby	61165

Dance

61148	Dj Luck & Neat	I'm all about you
61079	Groove Armada	Super Stylin
61150	Sophie Ellis Bextor	Take me Home
61160	De Nada	Love you anyway
61084	Tall Paul vs INXS	Precious Heart
61070	Roger Sanchez	Another Chance
61058	Sticky ft Ms Dynamite	Boo
61005	Pied Piper	Do you really like it
61072	Ian Van Dahl	Castles in the Sky
60061	Oxide Neutrino	No good for me
61055	Misteeq	All I want
61023	Mark Ryder proj.	Joy

R'n'B

61162	3LW	Playas gonna play
61067	Missy Elliot	One minute man
61043	D 12	Purple Hills
61151	Spooks	Sweet Revenge
61080	MOP	Ante Up
61050	Wyclef Jean	Perfect gentleman
61037	Destinys Child	Bootylicious
61064	Eve	Let me Blow your Mind
61016	Usher	You remind me
61031	Sisqo	Dance for Me
60034	Eminem	Stan
61009	Nelly	Ride wit me

Pop Tones

61053	Atomic Kitten	Eternity
61073	Jennifer Lopez	Aint it funny
61090	Jamiroquai	Little L
61141	Geri Halliwell	Scream if you wanna..
61078	Five	Let's Dance
61027	Robbie Williams	Eternity
61091	Nelly Futardo	Turn the Light Off
61003	Brandy	Another day in paradise
61004	Pink, Mya	Lady Marmalade
60185	Shaggy	Angel
61007	Eddy Grant	Electric Avenue

Rock Tones

60287	OPM	Heaven is a half pipe
61049	U 2	Elevation
61163	Deepche Mode	I feel loved
60294	Stereophonics	Have a nice day
61109	Oasis	Wonder Wall
61039	Wheatus	A little respect
60163	Wheatus	Teenage Dirtbag
60282	Limp Bizkit	My Way
60043	Limp Bizkit	Rollin
61008	Gorillaz	19-2000
60128	Gorrillaz	Clint Eastwood

Film&TV

60044	Mission Impos.	60204	Star Wars
61014	Big Brother	61129	Red Dwarf
60220	A Team	60205	James Bond
60219	Knight Rider	60127	God Father
60207	Italian Job	61127	Only fools+horses
60241	Pulp Fiction	60223	Exorcist
60298	X Files	61131	Star Trek-next gen

The following Nokia handsets can receive both tones & graphics: Nokia 3210, Nokia 3310, Nokia 61xx series, Nokia 62xx series, Nokia 71xx series, Nokia 81xx series, Nokia 8210 series, Nokia 88xx series, Nokia 9000 / 9110.
The Nokia 51xx series can receive graphics only.

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16005
geri halliwell 30238
kylie 13288
Limp Bizkit 13178
chemical brothers 30233
EMINEM 13190
Fat Boy Slim 13169
ARTFUL DODGER 30089
D12 30269
USHER 30043
SHAGGY 13292
cream 13267
2PAC 13262
PLANET OF THE APES 30198
MATRIX 11768
SCARY MOVIE 2 30225
LORD of the RINGS 30441
TOMB RAIDER 30251
JURASSIC PARK3 30108
Buffy 11798
BLADE RUNNER 11835
reservoir dogs 30202
SPIDERMAN 30074
STAR WARS 11753
THE MUMMY 11873
The Godfather 11784
SHREK 30237
ANGEL 11816
CHARLIE'S ANGELS 11831
SCREAM 11869
STAR TREK THE NEXT GENERATION 30137
HONG KONG 11877
ATARI 12149
SPACE INVADERS 30217
PS2 THE THIRD PLACE 30122
GRAN TURISMO 3 30438
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METAL GEAR 30121
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PSM2 MOST WANTED

THE TEN GAMES WHICH PSM2'S ACHING TO BE RELEASED...

1 METAL GEAR SOLID 2

News of a possible 2001 launch in the States has triggered our anticipation glands. Can you get this on Xbox? No.

2 SSX TRICKY

We've gone hands-on with the latest build and been nothing but impressed. Uber-tricks rock.

3 PRO EVOLUTION SOCCER

Guaranteed to become as worn, and scratched as our knackered import copy of *Winning Eleven Five*.

4 TONY HAWK'S PRO SKATER 3

The levels are huge, you can catch fleeing fugitives and its got Mötorhead's *Ace Of Spades* on the soundtrack.

5 DEVIL MAY CRY

Japanese code will be reviewed in theses pages next month. Bring it on Dante, we're ready for you...

6 ICO

Pretty quiet on the *ICO* front at the moment, er... but it's a quiet game. That still doesn't mean we'd not kill to play it.

7 BURNOUT

The fastest arcade racer we've ever seen on a console, with some balletic head-on smashes. Get in!

8 TIMESPLITTERS 2

The multi-player's even better and Story mode's been buffed to within an inch of its much-loved little life. *Sigh*...

9 DEUS EX

Plenty of PC ports suffer from conversion jitters, but if the *Ex* makes it through in one piece, it'll be huge.

10 JAMES BOND 007... AUF

Driving, shooting and the ever suave Meester Bond. The mix sits together better than we could've imagined it.

OUR LEAST WANTED

You can take your title and...

STUNT GP

It's a world that now has *GT3* in it. Yes there's still room for carting, but something which looks a little scrappy? No.

EVERY KNOWN GAME ETA

INCOMING

Your monthly guide to the future of PS2 – no other magazine brings you such a comprehensive view.

KEY

Action Adventure	AA	Platformer	P
Action Strategy	AS	Puzzle	Pz
Arcade	Ar	Racing	R
Beat-em-up	Bt	RPG	RPG
Bemani	B	Shoot-em-up	S
First-Person Shooter	FPS	Sim	Sm
Flight Sim	FS	Sport	Sp
Mech	M	Strategy	Str

SEPTEMBER 2001

Alone In The Dark	Infogrames	AA
C.A.R.T. Fury	Midway	R
Commandos 2	Eidos	R
Ephemeral Fantasia	Konami	RPG
Evil Twin: Cypren's Chronicles	Ubi Soft	Pl
Football Manager	Virgin Int.	Sp
Hidden Invasion	Virgin	AA
Madden NFL 2002	EA	Sp
MX 2002	THQ	Sp
Playmobile Hype	Ubi Soft	AA
Portal Runner	3DO	AA
Project Eden	Eidos	AS
Robot Warlords	Midas	Str
Stunt GP	Virgin Int.	R
Supercar Street Challenge	Activision	R
This Is Football 2002	SCEE	Sp
Thunderhawk: Operation Phoenix	Eidos	S
Twisted Metal: Black	SCEE	S

DARK CLOUD
Knocked off its import pedestal by the timely arrival of *Final Fantasy 10*, but still the best RPG available in the UK for months to come. Go get it.

VICTORIOUS BOXERS
Well received in the office for its intuitive play and non-reliance on on-screen information. A purists beat-em-up but also an acquired taste.

OCTOBER 2001

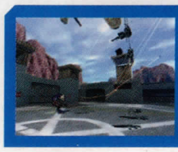
Baldur's Gate: Dark Alliance	Interplay	AA
Cricket 2002	EA	Sp
DNA	Virgin	AA
End Game	Empire	S
F1 2001	EA	Sp
G Surfers	Midas	R
Giants: Citizen Kabuto	Interplay	AS
Jimmy Neutron: Boy Genius	THQ	AA
Jimmy White's Cueball World	Virgin	Sp
MX Rider	Infogrames	Sp
NHL2002	EA	Sp
NHL Hitz	Midway	Sp
Penny Racers	Midas	R
RLH	Interplay	AA
Time Crisis 2	SCEE	FPS
The Weakest Link	Activision	Pz
World Championship Snooker	Codem'ters	Sp
WTA Tour Tennis	Konami	Sp

LOTUS CHALLENGE
Rumours currently knocking about hint that *Lotus* may have fallen foul of Sony's tough approval procedure, with it now slipping back to October.

NOVEMBER 2001

Age of Empires 2	Konami	Str
Airblade	SCEE	Sp
Arctic Thunder	Midway	R
Batman Vengeance	Ubi Soft	AA
Centre Court	Midas	Sp
Champion Surfer	Ubi Soft	Sp
Conflict Zone	Ubi Soft	Str
Crash Bandicoot: Wrath of Cortex	Vivendi	Pl
Dark Summit	THQ	Sp
Downforce	Virgin	R
Dragon Rage	3DO	AA
Driven	Bam!	R
Dropship	SCEE	AS
FIFA 2002	EA	Sp
Global Touring Challenge	Rage	R
GoDai: Elemental Force	3DO	AA
Herdy Gerdy	Eidos	Pz
James Bond 007 in... AUF	EA	Sp
Jeremy McGrath Supercross 2002	Acclaim	Sp
Jurassic Park: Survival	Vivendi	AA
Klonoa 2: Lunatea's Veil	SCEE	P
Legion	Midway	Str
Motor Mayhem	Infogrames	R
Mummy Returns	Vivendi	AA
NBA Live 2002	EA	Sp
Pro Evolution Soccer	Konami	Sp
Rayman M	Ubi Soft	Pl
Shaun Palmer's Pro Snowboarder	Activision	Sp
Simpsons Road Rage	EA	R
Soul Reaver 2	Eidos	AA
Splashdown	Infogrames	R
Test Drive	Infogrames	R
Test Drive: Off Road	Infogrames	R
Tony Hawk's Pro Skater 3	Activision	Sp
Top Gun Combat Zones	Virgin	FS
WipEout Fusion	SCEE	R
World Rally Championship	SCEE	R
WWF Smackdown! JBI	THQ	Sp

DEVIL MAY CRY
All power to Capcom for not holding up the PAL release too long – but does the quick turnaround of the conversion hint at more ugly borders?



HALF-LIFE
Political intrigue? Secret experiments? A hidden research facility? Surely this must be the work of Umbrella? Nope, Black Mesa this time.

SILENT HILL 2
Grisly, dark and grimly fiendish. We don't like playing the demo but something keeps dragging us back. Dark fascination... we've got it bad. Uggh.

SSX TRICKY
Knockdowns, Uber-tricks and unrecognisable tracks. We've *actually* played it and it's sent us back to the original to sharpen our keen edges.

DECEMBER/XMAS 2001

Blood Omen 2	Eidos	AA
Burn Out	Acclaim	R
Dave Mirra Freestyle	Acclaim	Sp
Deus Ex	Eidos	Sp
Disney's Tarzan	Ubi Soft	Pl
ESPN X Games Skateboarding	Konami	Sp
Eve of Extinction	Eidos	AA
F1 Championship Racing 2	Ubi Soft	R
The Getaway	SCEE	AA
Grandia 2	Ubi Soft	RPG
Grand Theft Auto 3	Take 2	AA
Kelly Slater's Pro Surfer	Activision	Sp
Legends of Wrestling	Acclaim	Sp
Lego Racers 2	Lego	R
LMA Manager 2002	Codem'ters	Sp
Max Payne	Take 2	AA
Mat Hoffman's Pro BMX 2	Activision	Sp
Monster Jam: Max Destruction	Ubi Soft	R
Moto GP2	SCEE	R
No One Lives Forever	Vivendi	FPS
Rainbow Six	Ubi Soft	AS

ENTER THE MAELSTROM
Comicbook mayhem as you switch from a handheld arsenal to a top-of-the-range space fighter. If it plays as good as it looks we want it. Now.

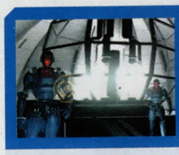
PRISONER OF WAR

Get over the wire by any means necessary. Part action adventure, part puzzler, this one promises to be something different for WW2 freaks.

Rubu Tribe	Interplay	AS
Salt Lake 2002	Eidos	Sp
Silent Scope 2	Konami	FPS
Sled Storm 2	EA	R
Star Trek: Shattered Universe	Interplay	AA
State of Emergency	Take 2	AA
Tetris Worlds	THQ	Pz
Tribes 2	Vivendi	FPS

2002

Ace Combat 4	SCEE	FS
Defender	Midway	Ar



ALIEN COLONIAL MARINES

Fox's movie license keeps going from strength to strength showing that being hunted by xenomorphs with acid for blood still has appeal.

DARK CLOUD

SCEE

Want to while away those cold autumnal evenings with an adventure that a great white could get its teeth into? Look no further.

Dredd versus Death	Rebellion	AA
Fireblade	Midway	S
Ghost Master	Empire	S
Good Cop Bad Cop	Virgin	AA
Jonny Moseley Mad Trix	3DO	Sp
Lakemasters Ex	Midas	Sp

KINGDOM HEARTS

Dumbo? Being ridden into battle by a spiky-haired youth? It can only be an ungodly union between Square and Disney. Is Walt really up for this?

Medal of Honor: Frontline	EA	FPS
Monsters, Inc.	SCEE	Pl
Police 24/7	Konami	FPS
Red Card Soccer	Midway	Sp
Robocop	Virgin	AA
Shifters	3DO	AA
Starsky and Hutch	Empire	AA
Tomb Raider: Next Gen	Eidos	AA

TIMESPLITTERS 2

New levels, new character models, a shed-load of challenges and secrets… If this belts out as much fun as the original, we'll be happy…

World Sports Car	Empire	R

TO BE CONFIRMED

7 Blades	Konami	AA
18 Wheeler: American Pro	Acclaim	R
1906 Arctic Odyssey	TBC	AA
Austin Powers 2002	Take 2	AA
Barbarians	Virgin Int.	AA
Broken Sword: The Sleeping Dragon	Virgin Int.	RPG
Casper: Spirit Dimensions	TDK	Pl
Colin McRae 2	Codem'ters	Sp
David Beckham Soccer	Rage	Sp
Dragon Wars of Might and Magic	3DO	AA
Driver 3	Infogrames	Sp
Dune	Cryo	Sp
Dusk Till Dawn	TBC	FPS
Dynasty Warriors 3	KOEI	AS
ESPN Winter X Games Snowboarding 2	Konami	Sp
ESPN Winter Games	Konami	Sp
EXO	Infogrames	AA
Final Fantasy 10	SCEE	RPG
Final Fantasy 11	SCEE	RPG
Frogger	Konami	Sp
Goemon Action RPG	Konami	RPG

GALLEON

It's on, it's off. What's going on? If this does eventually make its way off PC, it could well be the pirate game to beat all others – anyone remember *Overboard?*

The Great Escape	SCi	AA
Gumball 3000	SCi	R
H2Overdrive	Crave	R
ISS 2002	Konami	Sp
Jekyl and Hyde	Cryo	AA
Kinetica	SCEE	R
Le Femme Nikita	Infogrames	AA
The Lost	Ubi Soft	AA
Maximo	Capcom	AA
Malice	Vivendi	P
Men In Black 2	Infogrames	AA
Mike Tyson Boxing	Codem'ters	Sp
Mini Golf Maniacs	Vivendi	Sp

METAL GEAR SOLID 2

This is where the ooos and ahhs really start to kick in. Nothing about this game has disappointed us so far. With a bit of luck, it'll be perfect…

Mission Impossible 2	Infogrames	AA
MoH: Fighter Command	EA	FS
Monster Rancher 3	Tecmo	Pz
NASCA	EA	R
NFL Quarterback Club	Acclaim	Sp
Okage: Shadow King	SCEE	RPG
Piposaru (Ape Escape 2)	SCEE	P

PAC-MAN WORLD 2

Say hello to the crazy little pill popper that's destined to give Rayman a run for his money. Have Sony finally found their obligatory platform icon?

Pirates of Skull Cove	EA	AA
PRYZM: The Dark Unicorn	TDK	RPG
Resident Evil 4	Capcom	AA
Rez	SCEE	S
Roadsters 2	Titus	R
Rocky	Rage	Sp
Stuntman	Infogrames	R
Settlers	Ubi Soft	Sp
SOCOM: US Navy Seals	SCEE	AS
Soldier of Fortune	Majesco	FPS
Speed Devils 2	Ubi Soft	R

SOUL CALIBUR 2

The best beat-em-up ever to appear on the Dreamcast and now destined for a sequel on PS2. Are *VF4* and *Tekken 4* at all worried? They should be.

Star Trek: Elite Force	Activision	AA
Star Wars: Racer Revenge	Activision	R
Star Wars: Obi Wan	Activision	AA
Suikoden 3	Konami	Sp
Superman	Infogrames	AA
Tekken 4	SCEE	B
Tenchu 3	Activsion	AA
Terminator	Infogrames	AA
The Thing	Vivendi	AA
Thunderbirds	SCi	AA
Titanium Angels	SCi	AA
TOCA Race Driver	Codem'ters	R
Tour de France	Konami	Sp
Tonka Monster Truck	Infogrames	R
Trophy Bass	Vivendi	Sp
Turok Evolution	Acclaim	FPS
Ultimate Fighting Championship	Crave	Bt
Zorro	Cryo	AA
Virtua Fighter 4	SCEE	FPS

VAMPIRE NIGHTS

Want something undead to point your G-con at? Well, *Vampire Nights* might just be the ticket. Just make sure yer loaded with wooden bullets.

World of Outlaw Sprint Cars	Infogrames	R
Zombie Revenge	Acclaim	FPS

Incoming is your complete guide to the future for your PS2. The release dates are correct, to the best of our serious knowledge, as we went to press. This listing is updated every issue – but please, don't give us a hard time about slippage, canning and alterations.

KONAMI.COM
JAPAN
USA
EUROPE

DEVELOPER CONTACTS

Who to call when you're finding it hard to sleep because *Casper* has slipped.

3DO
0906 753 2244
www.3doeurope.com

ACCLAIM ENTERTAINMENT
0207 344 5000
www.acclaim.com

ACTIVISION
01895 456 700
www.activision.com

ARGONAUT
0208 200 5777
www.argonaut.com

BAM!
020 6428 7802
www.bam4fun,com

BASTION (for 3DO)
0207 490 323
www.bastion.co.uk

CAPCOM EUROSOFT
0207 925 2526
www.capcom.com

CODEMASTERS
01926 814 132
www.codemasters.com

CRAVE
020 8968 8088
www.crave.co.uk

CRYO INTERACTIVE
0121 250 5070
www.cryo-interactive.com

EIDOS INTERACTIVE
020 8636 3000
www.eidosinteractive.com

ELECTRONIC ARTS
01932 450 000
www.ea.com

EMPIRE INTERACTIVE
0208 343 7337
www.empire.co.uk

INFOGRAMES
0208 222 9700
www.infogrames.com

INTERPLAY
0207 821 6815
www.interplay.com

KONAMI EUROPE
01895 853 000
www.konami.com

LEGO
0870 600 3003
www.legomedia.com

LUCASARTS
www.lucasarts.com

MIDAS
01279 858000
www.midasinteractive.co.uk

MIDWAY GAMES
0207 938 4488
www.midway.com

RAGE
0151 237 2200
www.rage.co.uk

REBELLION
www.rebellion.co.uk

SCi
020 7585 3308
www.sci.co.uk

SEGA
020 8996 4509
www.sega-europe.com

SONY EUROPE
0207 533 1400
www.playstation.co.uk

TAKE 2 INTERACTIVE
01753 854 444
www.rockstargames.com

TDK
www.tdk-mediactive.com

THQ
01483 767 656
www.thq.com

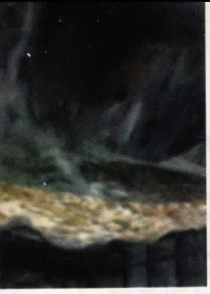
TITUS
0207 700 2119
www.titussoftware.com

UBI SOFT
0208 944 9000
www.ubisoft.co.uk

VIRGIN INTERACTIVE
0207 551 4222
www.vie.co.uk

VIVENDI
0118 920 9100
www.sierra-online.co.uk

"FINAL FANTASY MADE A MOCKERY OF DRAGON QUEST'S SIMPLE TWO-GOAL SCENARIO OF RESCUING A DAMSEL AND SLAYING A DRAGON"



SQUARE ROUTE

The story of how Square found all the right angles to revolutionise the RPG scene forever. Prepare to embark on a fantastic journey…

Phoenix Down: **Ryan Butt**

From humble origins as an 8-bit pretender to *Dragon Quest*, to standing proudly at the pioneering summit of videogames, the rise of *Final Fantasy* has been every bit as engrossing as one of the roller coaster stories portrayed in the ten individual chapters.

After previously outlining three generations of games console, *Final Fantasy* has just made the leap onto PS2. So, as we revel in the awesome new possibilities the latest hardware has opened up for the flagship franchise, it's time to have a few *Final Fantasy*-style flashbacks of our own.

IN THE BEGINNING…

Square's revolutionary adventure series started back in 1987 when games consoles looked more like refrigerators. The Nintendo Entertainment System (NES) had already staged Enix's groundbreaking RPG, *Dragon Quest*, but less than a year later Square would unleash a more sophisticated challenge.

This game made a mockery of *Dragon Quest*'s simple two-goal scenario of rescuing a damsel and slaying a dragon, and introduced a much more complex series of aims and events that involved much of what *Dragon Quest* stood for as mere sub-games in the first two-hour's play. Before too long though, *Final Fantasy* escalated into a much more diverse and gripping adventure that had the player taking control of four Light Warriors travelling back in time to vanquish a vile beast and revive a world that was slowly self-destructing. The fact that the story involved the characters travelling 2000 years into the past and altering the future so that they themselves would no longer exist in their original time – only in a legend passed down through the generations – baffled a great many gamers, and cynical *FF* purists argue that the developers themselves never really understood the concept. But nonsense or not, the game went on to enjoy huge success in its native Japan largely due to the diversity of the main characters – a fighter, a thief and several mages – and the revolutionary new concept of turn-based fighting.

FINAL FANTASY TRIVIA

Traditionally, Square regarded each *FF* game with an odd number in the title to be 'system' games that concentrate on new developments to the engine. Whereas even-numbered games had more emphasis on the story.

With an effective and innovative battle system in place, Square concentrated more on the story for their 1988 sequel, *Final Fantasy 2*. The game told of an evil empire murdering the parents of four youths – Frionel, Guy, Maria and Lionheart. The newly-orphaned youngsters promptly join a resistance movement and form part of a formidable army. OK, so it's hardly Macbeth, but Square added some cunning elements of betrayal which kept gamers guessing until the end, as well as a 'level-up' system which increased the power of individual skills the more they were used.

The game was only decipherable if you had a great understanding of the Japanese phonetic alphabet, but heartbreakingly, English-speaking gamers came agonisingly close to getting their own conversion, only for the project to disintegrate at the 11th hour. According to Director Hiromichi Tanaka, "We [Square] had almost completed an English version of *Final Fantasy 2*, but there were many difficulties between Nintendo and Square at that time. We gave up on releasing *FF2* and couldn't develop *Final Fantasy 3* for the USA either." As a result of this spectacular falling out – believed to be over cartridge sizes – the American market wouldn't see another *Final Fantasy* game until *FF4*… three years later.

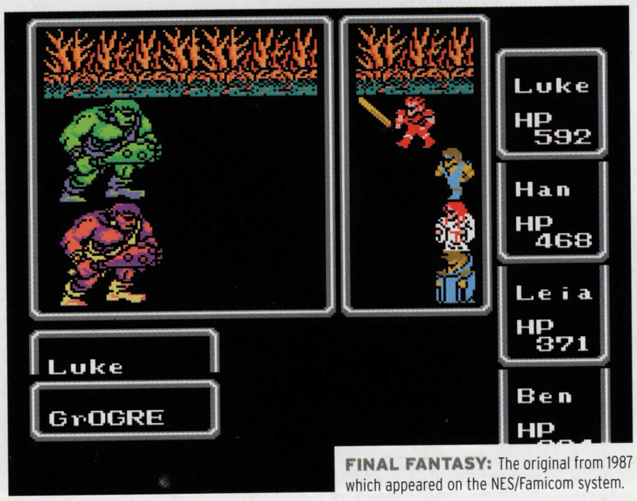
"FF2 WAS DECIPHERABLE IF YOU HAD AN UNDERSTANDING OF THE JAPANESE ALPHABET, BUT ENGLISH-SPEAKING GAMERS CAME AGONISINGLY CLOSE TO GETTING THEIR OWN CONVERSION"

By the end of the '80s, the 8-bit NES machine was nearing the end of its shelf-life and already attention was turning to Nintendo's planned 16-bit behemoth, the *Super* Nintendo Entertainment System. That didn't prevent Square laying the current system to rest with something of an epic, and *Final Fantasy 3* was a spectacular leap in terms of visuals and sound. The game also boasted a new multi-class system whereby characters could change class via the 'Job System'. This ▶

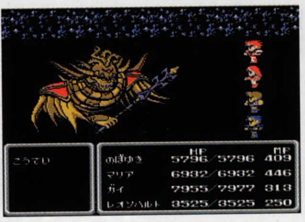
THE FUTURE…

Those gamers with NTSC Japanese PS2s who slapped a deposit on an import version of *Final Fantasy 10* will have discovered that it came with a free DVD called Other Side Of The Fantasy. Included on this great extra is a preview feature outlining Square's PlayOnline Internet server assault and some tantalising teasers for *Final Fantasy 11*. As you read this, Square's hand-picked guinea pigs are testing the Beta PlayOnline system to see how well *FF11* works in this expansive new set up. However, certain sectors of the colossal fan base are already ranting about how a rich plot will inevitably be sacrificed for the play-against-millions new *Phantasy Star Online*-style engine and how no longer playing alone will jeopardise everything *FF* stands for.

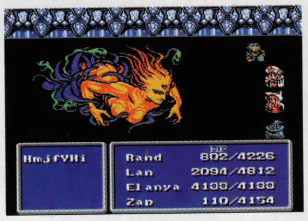
We're confident that Square have carefully considered each argument and will deliver a game as pioneering and as groundbreaking as each of its noble predecessors. Just be prepared to keep a tight grip on your phone bill…



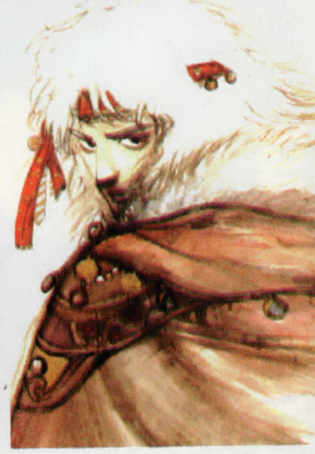
FINAL FANTASY: The original from 1987 which appeared on the NES/Famicom system.



FINAL FANTASY 2: Frionel, Guy, Maria and Lionheart revisit the Famicom in 1988.



FINAL FANTASY 3: The third instalment saw the introduction of the 'Job System'.



FINAL FANTASY 4: By now Square's commitment to character is increasing.

meant that a warrior could become a mage simply by acquiring enough class points by utilising his given skills accordingly. The game was an unbridled success in Japan, but, sadly, never saw the light of day in any other territory.

With a vast SNES user base already established in its native Japan, and steadily growing across the United States, *Final Fantasy 4* was released amidst a huge wave of expectation. It didn't disappoint. It proved to be a major turning point for the series with the introduction of the 'Active Time Battle System' which would become a mainstay for Square's future titles. It injected a greater sense of urgency and excitement into the battles as party members and adversaries locked horns simultaneously with time at a constant – meaning healing duties and spell casting had to occur as a necessity by way of a move, instead of a time-out luxury. Such gameplay enhancements and the added power of the 16-bit processors meant that *FF4* was the first game to truly blow gamers away with its gorgeous graphics and sizzling sonics. It shifted millions of units in Japan, but back then Europe still wasn't viewed as a serious gaming nation and missed out on some *Final Fantasy* classics.

THE NEW HORIZON

Square still had the intention of cracking America, though, and when the sales figures for *Final Fantasy 4* were totted up, it was discovered that Japanese games were outselling their US counterparts by a ratio of 10:1. Drastic action was called for… Enter *Final Fantasy Mystic Quest* – a more misguided solution you'd ever hope to see.

Designed exclusively for the North American market, the reasoning behind *Mystic Quest* was to increase the number of RPG faithful by introducing a simplified system at a low price to bring vast numbers of casual gamers to the genre. The unsuspecting Yanks would play *Mystic Quest*, liked what they saw, and then graduate to the proper *FF* series. Job's a good 'un. Well… er, not quite, as it turned out. The Americans that'd played *Final Fantasy 2* – which, after the rift between Square and Nintendo that kicked-off on the aborted release of the translated Japanese *FF2*, was in fact *FF4* – were right to expect something bigger, better and more engrossing. What they got was an RPG devoid of moving characterisation, original worlds and the thrill of epic battles – a dumbed-down, bog-standard affair which simply wasn't fun to play. Oh, the irony.

Surely 1992's *Final Fantasy 5* could restore American faith in the franchise? Apparently not. When the game was announced to US audiences as *Final Fantasy 3*, difficulties soon arose and the game ultimately never saw the light of day in the USA… until it was released as part of the *Final Fantasy Anthology* set on PSone in 1999.

There're many rumours regarding its spectacular no-show. Some say it was due to Square considering the game 'too complex' for Western audiences, others spoke of a refuelled rift between Square and Nintendo over the old issue of cart sizes. However, the most common opinion is that the Japanese development team were simply unavailable to assist in the localisation process due to well-earned holidays and other, more pressing projects.

Although Westerners would ultimately never truly lose out on *FF5*, the fact that they didn't get to savour it back in '92 was a crying shame because it boasted many features that were way ahead of its time – not least the refined 'Job System' that meant that each character could be assigned one of 22 possible classes from the traditional duties of knights, wizards and thieves to the more radical roles of animal trainers and dancers. Each class of character had certain skills – for example, the ninja would wield two swords – and if you crossed, say, a knight with a ninja, it meant that you could create a knight who could wield two swords. The battle possibilities were huge. It was this system which endeared *FF5* to many of the hardcore enthusiasts that have stuck with the series to this day, thanks to its level of flexibility and customisation.

Seeing the effect this game had on Japanese audiences, Squaresoft of America tried to resurrect *FF5* as *Final Fantasy Extreme* in 1995. Typically, these plans soon fell apart when Square underwent a massive restructuring program in 1996. The result was that certain sectors were closed down and the Square core moved development from Nintendo to Sony. Subsequently, Square LA and Square Honolulu were founded – the latter most notable for producing *Final Fantasy: The Spirits Within*, the blockbusting, all-CGI spin-off movie that has just hit cinemas worldwide.

Of course, *FF Extreme* fell by the wayside as the 16-bit era of gaming drew to a close, somewhat prematurely, with the birth of PSone. But before the SNES died completely, Square had just enough time to prepare a swansong in the form of *Final Fantasy 6*.

The game was released in America as *Final Fantasy 3* and at last Square gleamed the results it'd so passionately craved. The US market sank to its knees and began to worship wholeheartedly in the *FF* temple. It soon become the most successful RPG to date, Stateside, and appealed to long-time fans and newcomers alike. Rightly so, the graphics were some of the best seem in the 2D realms and it had a soundtrack to die for. Gameplay wise, the new ability to equip the

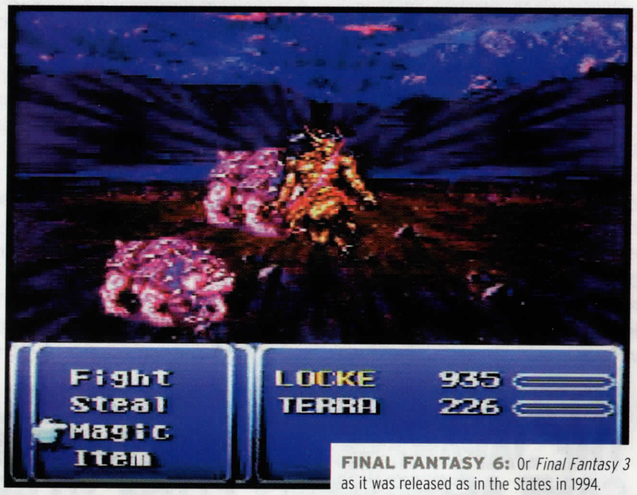
"THERE'RE MANY RUMOURS REGARDING FF5'S SPECTACULAR USA NO-SHOW. SOME SAY IT WAS DUE TO SQUARE CONSIDERING THE GAME 'TOO COMPLEX' FOR WESTERN AUDIENCES"

FINAL FANTASY TRIVIA

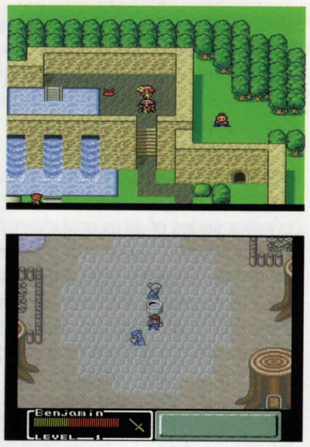
Did you know that *Final Fantasy 4* was the first multi-player *Final Fantasy* game? By plugging a second controller into your SNES, two players could command Cecil, the game's main hero.

FINAL FAN-FARE

Since its conception, the *Final Fantasy* saga has touched millions of gamers, not least a devoted fan called Alex Highsmith of Dark Prism Productions (check him out at *http://www.geocities.com/Tokyo/4981/ffx.htm*). This *FF*-nut created a series of games for the Texas Instruments (TI) 82 and 83 calculator series. Yes, you read that right – *Final Fantasy* on your calculator. Not just any calculator though, the models in question are quite expensive and tricky to get hold of. But if you pride yourself in being a *Final Fantasy* fanatic, then it just might be worth tracking them down along with three rare Game Boy titles called *Final Fantasy Legend*, *FF Legend 2* and *FF Legend 3*. These games actually started out as part of Square's *SaGa* series, until the *Final Fantasy* craze began to grow out of all proportions and they were released, as cynics suggest, to cash in on the phenomenal success.



FINAL FANTASY 6: Or *Final Fantasy 3* as it was released as in the States in 1994.



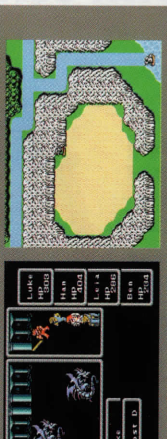
FINAL FANTASY 4: The move to the SNES system brought a huge leap in graphics.

FANTASTIC VOYAGE

Your at-a-glance guide to which *Final Fantasy* game came out when and on which system…

DECEMBER 1987

The beginning of an era, the original *Final Fantasy* game is released in Japan on the Nintendo Entertainment System (NES, but known as Famicom in Japan).



DECEMBER 1988

Final Fantasy 2 is released in Japan on the Famicom.

DECEMBER 1989

Final Fantasy 3 released in Japan on the Famicom.

AUGUST 1990

The original *Final Fantasy* game is, erm, finally released in the USA on the NES.

AUGUST 1991

New system, new *FF* game – *Final Fantasy 4* is released shortly after the Japanese release of the Super Famicom (SNES).

NOVEMBER 1991

Final Fantasy 4 is released in America on the SNES under the title of *Final Fantasy 2*.

OCTOBER 1992

Stone the crows – an *FF* game gets a US premier. *Final Fantasy Mystic Quest* is released on the SNES in the USA, 11 months before it hit Japanese stores under the title of *Final Fantasy USA*.

Benjamin
Kaeli
LEVEL
BATTLE
RUN
CONTROL

DECEMBER 1992

Final Fantasy 5 is released in Japan on the SNES.

Fight
GP Toss
Call
Item

SQUARE PLAY

With the games themselves being such big sellers, a whole new avenue of lucrative spin-off merchandise has been opened up specifically to tailor for the needs of the fanatic who simply can't get enough *Final Fantasy*.

From action figures to soft toys, posters to piggy banks and soundtrack sheet music, there's something for everyone (see www.playonline.com/shop/).

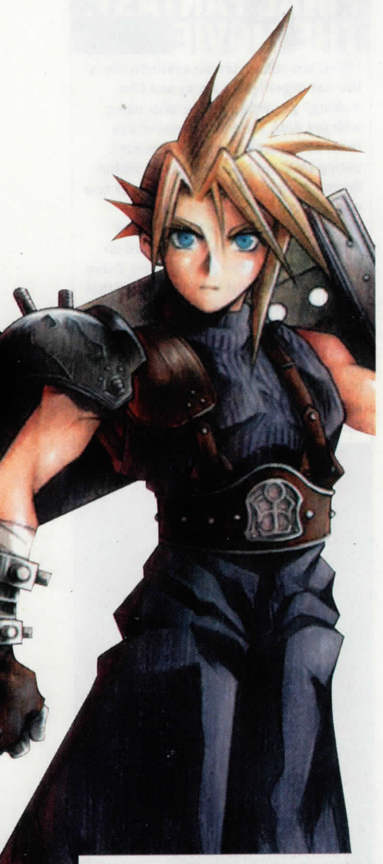
heroes with two accessories meant that judicious combinations and powerful warriors could be created, giving the gamers an enhanced sense of pride. The world had united in adoring *Final Fantasy*, but little did it know that things were about to get a whole lot better.

THE SEVENTH SON

Only Konami's sublime *Metal Gear Solid* can boast the kind of hysteria that greeted *Final Fantasy*'s PSone coming of age. Sony's incredibly versatile 32-bit wonder console was rapidly becoming the platform of choice amongst the trendy clubbing scene – largely thanks to some canny marketing campaigns by Sony. Although there were plenty of games to get excited about – *WipEout*, *Resident Evil*… – word had leaked from Japan and quickly snowballed across the rest of the world that one adventure was set to be the mother of all videogames. And that was *Final Fantasy 7*.

Freed from the artistic constraints of cartridge-based software and armed with $30 million of Sony's money, Square went about creating a game that would storm, and eventually torch, the boundaries between movies and videogames. With a team in excess of 120 artists, Square created a raging Goliath of a game that spanned three separate discs. Its scope and vision far exceeded anything that had been seen before. With the seamless storytelling and engaging battle aspects that've become the franchise's trademark still firmly in place, incredible new cinematic sequences were pushed to the forefront of the game via some of the most spellbinding CG sequences the world had ever witnessed. This lavish FMV was integrated directly into the gameplay, creating a non-stop sensual overload which had players bubbling at the eyes, struggling to contain their senses long enough to absorb the intricate, unfolding plot. With the emergence of *Final Fantasy 7*, Square had killed the humble RPG (or at least slashed its hit points to a dangerously low level). They'd vanquished it to the vaults of the past, shifted the goal-posts, set new benchmarks… They had created the 'Cinematic RPG', which others would struggle to imitate.

"WITH FF7, SQUARE WENT ABOUT CREATING A GAME THAT WOULD STORM, AND EVENTUALLY TORCH, THE BOUNDARIES BETWEEN MOVIES AND VIDEOGAMES"


FINAL FANTASY 7: Cloud Strife brings the series onto the PlayStation, and Europe.

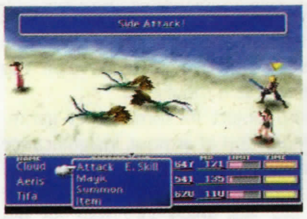
FINAL FANTASY TRIVIA

The curse of *Final Fantasy 5* had another twist in 1997 when Eidos announced that, in addition to publishing *FF7* on PC, it would publish *FF5* and *FF6* for Windows '95. The project was later canned, reason unknown.

By having the means to inject more Hollywood values into its games, Square wasted no time in unleashing a barrage of spectacular show-stoppers, most notably *Parasite Eve*, a title that stood out by daring to take *Resident Evil* on at its own game and – morally, not financially – winning, thanks to seriously unhinging the player with the stark, horrific cinematics that screamed out of the screen.

Before *FF7*, the term 'interactive movie' was only uttered by fat-heads at trade shows attempting to create a mystique around consoles such as Phillips' misguided CDi. But what other term could be more apt for Square's new breed of RPG? The game told of how the Shinra Corporation was slowly sucking the life force from the centre of the planet, and how a vigilante called Cloud would rise up from the slums to make a stand. Of course, that was only the beginning as the plot soon forked, branched and diversified before heading, meteorite-like, to a gripping finale.

The game sold, and continues to sell, millions of units in Japan and the US before setting new, unforeseen records in Europe too. But not everyone knew quite what to make of it all – was the PlayStation Messiah really just a turn-based RPG?


FINAL FANTASY 7: The Materia system was a combination of previous *FF* systems.

FINAL FANTASY 7: Over 120 artists worked with a $30 million budget.

With the majority of newcomers having allowed themselves to become immersed in the game, few were left sour at allowing themselves to become sucked into all the hype at the end of the day, and *FF7* was able to carve a place in gaming folklore. Of course, along the way it also solidified Sony's victory in the console wars – Nintendo's early dominance in the 8-bit and 16-bit fields was largely thanks to *Final Fantasy* and Enix's *Dragon Quest* sagas, and with both now gunning for the PSone, what could possibly stop Sony achieving global domination?

With *Final Fantasy* now the toast of the games industry, Square were able to acquire the majority of the teams responsible for the respected SNES strategy games *Ogre Battle* and *Tactics Ogre*, and with them on board, Square promptly released *Final Fantasy Tactics* before the hysteria of *FF7* had fully died down.

Using the *Final Fantasy* name, this new spin-off had a lot to live up to and the isometric field of play was quite a departure after the lavish spectacle of its predecessor. Utilising the 'Job System' to great effect and boasting an immaculate battle structure, the game appealed to both casual gamers and the hardcore elite who were still slightly out of breath after *that* game. *Tactics* proved a big hit in Japan and America, but was never released in Europe – a bitter pill that many of us still find hard to swallow to this day.

THE EIGHTH WONDER

After the universal success of *FF7*, those involved in subsequent projects at Square soon become treated like celebrities in their native Japan. Despite the fact that many artists chose to nap in sleeping bags under their desks rather than 'waste time' going home, TV crews and fanatical gamers took to camping outside Square's HQ in the hope of catching a glimpse of their idols and speculating on how the next game wouldn't arrive on time because one of the coders had made an impromptu visit to the chemist… or something.

Details of *Final Fantasy 8* were leaked early on its development and many were shocked by what they discovered – that the central characters were no longer squat dwarves and super-deformed cherubs, but were in fact – get this – actually lifelike in appearance. The hero, Squall Leonhart looked more like a chiselled-jawed Spice Boy than the saviour of the universe. Were Square, having sewn-up the conventional gamer's market, now targeting the female teeny-bop ▸

MAY 1994

Final Fantasy 6 is released in Japan on the SNES.

OCTOBER 1994

FF6 is released in the US on the SNES under the title of *Final Fantasy 3*.

JANUARY 1997

Since the birth of the Sony PlayStation in '95, Square set about developing a game with production values that far out-weighed anything ever seen before. That game was *Final Fantasy 7* and it revolutionised the RPG scene forever.

JUNE 1997

Square releases a new *FF* spin-off on PSone called *Final Fantasy Tactics*, an isometric strategy game.

OCTOBER 1997

FF7 released in the US.

NOVEMBER 1997

FF7 is released in Europe – to mass hysteria – by Sony Computer Entertainment Europe.

JANUARY 1998

Final Fantasy Tactics hits American stores.

FEBRUARY 1999

Square takes a bold new step into a more cinematic domain for *Final Fantasy 8*. It proves quite a departure for the long-running series, but is a massive success nevertheless.

SEPTEMBER 1999

FF8 is released in the US by Square and in Europe by SCEE.

OCTOBER 1999

Square release *Final Fantasy Anthology* in the USA. This pack contains translated versions of the missing Japanese games – *FF5* and *FF6*.

audience? Perhaps they were merely testing the water for how realistic characters would fare with the fan base in preparation for the movie. Whatever the logic behind the revamp, gamers were now far too hopelessly enslaved to the franchise to give a monkey's.

That's not to say that they didn't object to some other genre-twisting no-no's, though, and the eradication of armour, insignificance of weapon upgrading and unconventional means of obtaining money – in this case, an allowance from Squall's employers, SeeD – didn't please the masses one bit. But, like the effect *FF7* had on the uninitiated, few could resist the well-crafted storyline and excellent characterisation of *FF8*.

But despite Square's bravery in attempting to make the new instalment unique in its own right, it was unanimously agreed by those that bought it that the new battle system was in need of some serious attention.

Shortly after the American release of *FF8*, the curse of *Final Fantasy 5* was finally lifted, as Square finally managed to get it out to the US masses on PSone in the form of *Final Fantasy Anthology*. Boasting the first ever English translation of *FF5* and a fresh port of *FF6*, they were more or less unchanged in terms of graphics and sound. It did receive new opening and ending FMV sequences and a third soundtrack disc that comprised some of the games' more forgettable tracks. Sadly, the pack, arriving slap bang between the wonderfully advanced *FF8* and *FF9*, was largely overlooked.

THE PRESENT

Demonstrating empathy for their considerable fan base and an ability to listen to, and learn from, constructive criticism without feeling the need to dictate the direction the genre should go in, Square developed *Final Fantasy 9*. This game would ultimately prove to be the return to form for the franchise and a celebration of everything that had gone before it.

Although retaining the same high production values, the game wasn't wildly innovative, keeping the traditions and principles of the great RPGs that had preceded it. For many, it was as much a nostalgia trip as a new adventure and, considering that it was developed concurrently with *FF8*, the two games were worlds apart.

New abilities were learnt from armour, weapons and other assorted items – whereas in *Final Fantasy 8* they were gleamed by 'drawing' them from enemies, and the 'free class systems' of the early games were passed over in favour of a much more regimented structure. As such, *Final Fantasy 9's* main characters, such as Zidane, Vivi, Garnet and Steiner, have skills which only they can learn – there's no cross-over.

The debate still rages at PSM2 as to which *Final Fantasy* game is the best, with three main candidates – *FF7*, *8* and *9*. With the franchise having just made another significant leap onto PlayStation 2, it shows no sign of ever being resolved. To be continued... **PSM2**

FINAL FANTASY 9: Zidane Tribal, Garnet Til Alexandros, Adelbert Steiner and Eiko Carol - more fantasy than final.

> **"FINAL FANTASY 9 WOULD ULTIMATELY PROVE TO BE A RETURN TO FORM FOR THE FRANCHISE AND A CELEBRATION OF EVERYTHING THAT HAD GONE BEFORE IT"**

FINAL FANTASY: THE MOVIE

"What you see on screen aesthetically is the convergence of gaming and film making," gushed Chris Lee who, along with Jun Aida, formed the production team on Square's ambitious cinematic outing Final Fantasy: The Spirits Within. Having been in development for over two years at Square's Honolulu branch, expectations for the all-CG animated movie were high. Work commenced on the film shortly after *Final Fantasy 7* was completed, and so it is little surprise that the two projects share a similar tone. The breathtaking visuals of the film, with each frame consisting of 430 separate layers, have attracted much publicity. Many had to double take that the stars – each boasting over 60,000 individual hairs on their heads – weren't real.

FANTASY FIGURES

In Japan these people have reached god-like status. To many Westerners, their names mean very little. But without the following personnel, the world would have been a much poorer place without the world of *Final Fantasy*.

THE VISIONARY

Name: Hironobu Sakaguchi
Role: Producer (FF1-10)

It's this man's wild imagination that created the multi-million pound franchise which revolutionised the gaming industry. Sakaguchi-san has overseen every single instalment of the series so far and it's his meticulous standards which have made each and every one of them so brimming with breathtaking quality.

THE DIRECTOR

Name: Yoshinori Kitase
Role: Director (FF4-8)

Confident of his own directional talent, Kitase-san had aspirations to cut it as a Japanese movie director before the lure of Square's genre-defining franchise sucked him in. His influence can be found in the sweeping cinematic scenes and vistas that feature so heavily in many of the later *Final Fantasy* games.

THE MUSICIAN

Name: Nobuo Uematsu
Role: Composer (FF1-10)

The emotive orchestral scores of *Final Fantasy* are nearly as synonymous with the series as the pioneering gameplay, and that's all thanks to Uematsu-san. His ability to construct a soundtrack which captures the fine essence of the intricate stories has made him something of a musical celebrity in Japan.

THE ARTIST

Name: Tetsya Nomura
Role: Character Artist (FF7-8)

When the leap from the 2D realms of the SNES to the 3D polygonal worlds of PSone was made, Square found the original flowing style hard to recreate. The level of detail was too rich for a simple polygonal model and so Nomura-san, a more traditional Manga-style artist was drafted in. His designs were easily adaptable to 3D polygons and the next-gen titles.

JULY 2000

Shifting the series back into a more 'fantasy' world of super-deformed characters after the chiselled-jawed characters of *FF8*. *Final Fantasy 9* is released in Japan to critical acclaim.

NOVEMBER 2000

FF9 is released in the US with a free Vivi doll at selected stores.

JANUARY 2001

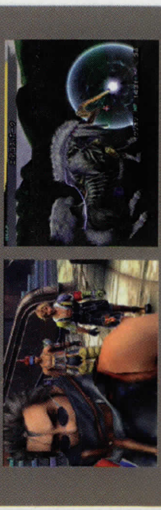
FF9 is released by Square Europe in, erm... Europe.

MAY 2001

Final Fantasy 10 wows the crowds at the E3 show in Los Angeles. Square US also announce *Final Fantasy Chronicles* – a pack containing slightly updated versions of *Final Fantasy 4* and *Chrono Trigger*.

JULY 2001

The series makes a spectacular shift onto PlayStation 2 as Square release *Final Fantasy 10* in Japan. The game is compatible with the HDD to eradicate loading times and comes with a free demo DVD previewing *Final Fantasy 11*, which will have the option to be played on-line. Square US also re-release *Final Fantasy Tactics* on PSone to appease the fans who missed out first time round.



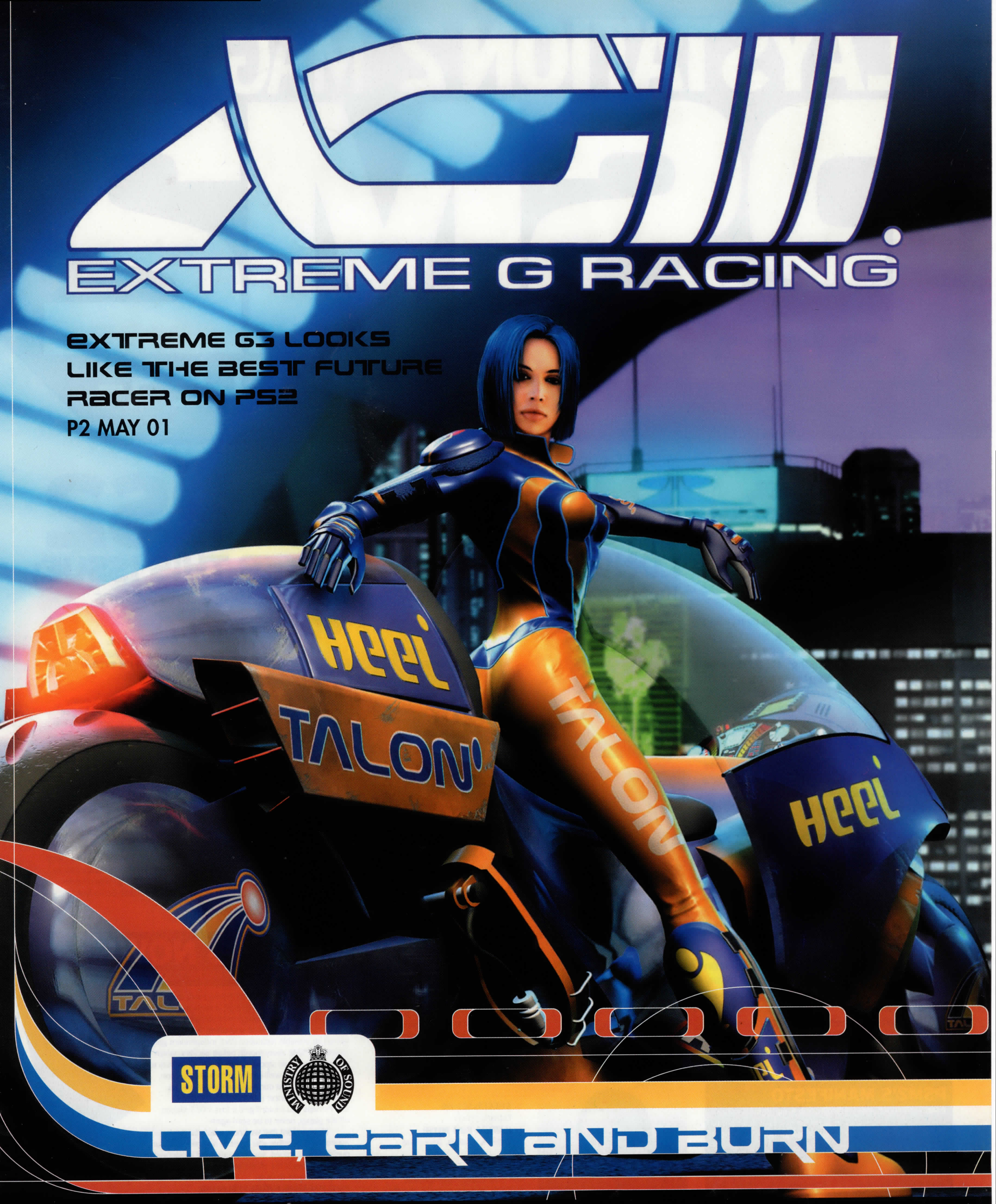
AUGUST 2001

Square US's intended re-release of *FF Tactics* turns out to be a calamitous cock-up as the disc failed to load on any console. All copies were recalled with no alternate release date announced at the time of going to press. The same month, Square Japan give 500 lucky people the chance to beta test its PlayOnline *Final Fantasy 11* system.

Columbia/Square Pictures releases spin-off movie, Final Fantasy: The Spirits Within in theatres world-wide. However, this CG-epic was slated by the press, claiming it just wasn't lifelike enough. We feel they were missing the point somewhat.

SEPTEMBER 2001

Beta testing for Square's PlayOnline *FF11* system begins.


XGIII.
EXTREME G RACING
EXTREME G3 LOOKS
LIKE THE BEST FUTURE
RACER ON PS2
P2 MAY 01
HEEL
TALON
STORM
MINISTRY OF SOUND
LIVE, EARN AND BURN

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PlayStation®2

PLAYSTATION® 2 MAGAZINE

PSM2

REVIEWS

THE ESSENTIAL VERDICT ON EVERY NEW RELEASE レビュー

レビュー

ONE MINUTE IT'S A RASH OF GAMES, THE NEXT AN OASIS OF CLASS CAUGHT IN A WORLD OF TUMBLEWEED

JONATHAN

Is it us, or is everything slip sliding away? A few months ago we were looking at a rammed September/October, scratching our heads wondering how we were going to get everything into the just the one reviews section. Then, it suddenly became a case of *Commandos 2*, where'd you get to? *Baldur's Gate*? Late. It does make for an exciting run up to Christmas but, sadly, at the cost of what's out there right now.

Take heart though, some titles have stuck limpet-like to their release dates, resulting in yet another busy month. Once you get stuck into our verdicts, you might notice that it's a bit of an 'I Love the 70s' month. It's one of those rare instances where no game falls below average – it's 50+ all the way. Not a bad thing by any means – but where are the *true* blockbusters? Well, they'll start hitting High Street shelves in the coming two months. Expect *Devil May Cry*, *Pro Evolution Soccer*, *SSX Tricky*, *Tony Hawk's 3* and many more truly breathtaking titles reviewed from next issue onwards.

You can't help wonder what's going on, though. Perhaps the arrival of Sony's optimising software means that everyone's buffing their game to perfection. Let's hope so. **PSM2**

PSM2'S MANIFESTO

PSM2's REVIEWS ARE: Analytical, delving, comic, critical, informative and, above all, bang on the money. If you want to know exactly where your cash should go, look no further than these pages.

PSM2's REVIEWS AREN'T: Lacking integrity, flabby, overly sensational, oblique and scored to appease anyone within the games industry. If you want a blinkered perspective on the global market, look elsewhere.

›REVIEWERS レビュー

PLAYING PS2

LONGER, HARDER, FASTER THIS ISSUE:

The world's most knowledgeable and outspoken PlayStation 2 fans.

DANIEL DAWKINS

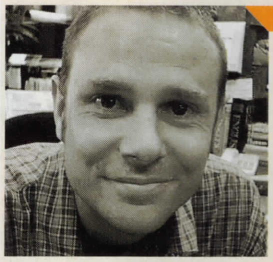
- **SPECIALIST IN:**
  Driving, Sports, RPGs, Shooting
- **HAVING FUN WITH:**
  Tony, Emily, Shaun and Kat

The Professor. A calculating, cool-skinned, hustler who hangs around Newport's seedy streets looking for loners to taste his *SSX* brand o' justice.
daniel.dawkins@futurenet.co.uk

DUNCAN BAIZLEY

- **SPECIALIST IN:**
  Footie, Movie Magic
- **HAVING FUN WITH:**
  Homer Simpson

Duncan's spent the month mostly listening to himself and stinking of biscuit. Despite that, he's invincible at *Victorious Boxers*. Nuts, no?
duncan.baizley@futurenet.co.uk



JONATHAN BRYANT

- **SPECIALIST IN:**
  RPGs, RTS
- **HAVING FUN WITH:**
  Thunderhawk, Final Fantasy 10

If reviewers resembled their passions in life, Jonnie would have the beautifully rendered head of *FF10's* Kimahri, and a body made entirely of bread.
jonathan.bryant@futurenet.co.uk

JOEL SNAPE

- **SPECIALIST IN:**
  Shooting, Running, Headspinning
- **HAVING FUN WITH:**
  Capoeria... and *Spy Hunter*

Joel attended a Cornish Capoeria Camp this month. His West Country take on the Vôo-do-Morcego would kipper even *the real* Eddie Gordo fool.
joel.snape@futurenet.co.uk

MARCUS HAWKINS

- **SPECIALIST IN:**
  Bar room leisure activities
- **HAVING FUN WITH:**
  World Championship Snooker

His heart may be carved from butter, but it takes a lot to melt it. This month, Hawkins could be found crying like a girl over the lost souls in *FF10*. Berk.
marcus.hawkins@futurenet.co.uk

RICHARD OWEN

- **SPECIALIST IN:**
  Extreme Sports
- **HAVING FUN WITH:**
  Victorious Boxers, Dave Mirra

Having been raised by elephant seals, Rich used to only relish activities involving seawater or noses. But *Dave Mirra* softened the beach-master...
richard.owen@futurenet.co.uk

MAIL US NOW!

E-MAIL: PSM2@FUTURENET.CO.UK

PSM2's team of reviewers play games more than any other mag. We don't scan through a press release, shuffle through the first level, then present you with some crazy vague mark – out of five or something. As a result, we've gained an enviable reputation (fact: independent game stores call PSM2 every month before deciding which games they should stock). But as much as we truly wish you to direct your well-earned in the right direction, sometimes you just don't see eye-to-eye with us. Feel that *The Bouncer* is worth shelling out £40 for? Perhaps you couldn't give a toss if *GT3* slipped off the planet, never to be seen again.

It's important that we know what you think – regardless of whether you agree or disagree with our qualified, well argued, sound-as-a-pound judgements.

E-mail us at the above address, or, if you haven't got Net access, write to us at:

PSM2 MAGAZINE, FUTURE PUBLISHING,
30 MONMOUTH STREET, BATH BA1 2BW

›THE DEFINITIVE VERDICT フハワヌキニラ

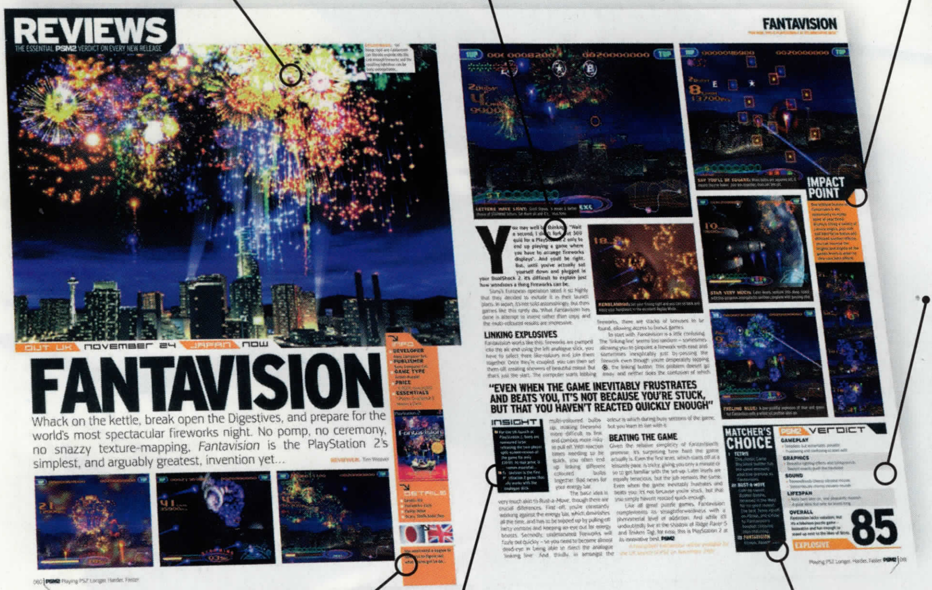
WHY PSM2 REVIEWS ARE THE BEST YOU'LL READ!

We love games, but won't resist caving a shabby game's face in – stick with PSM2 to get the best buying advice around.

BEST SCREENS:
We've captured the most dynamic images from the games, with all the levels and views you need to see. They're the best shots you'll clap eyes on!

PASSIONATE OPINION:
PSM2 reviewers squeeze every ounce of detail out of a game, and tell you everything you need to know. Our reviews are as entertaining to read as the best games are to play.

IMPACT POINT:
Here you'll see the defining moment in the game that convinced your PSM2 reviewer that this is a shiny blue disc you should run out and buy or just leave on the shelf.



REVIEWS
THE ESSENTIAL PSM2 VERDICT ON EVERY NEW RELEASE

OUT UK NOVEMBER 24 JAPAN NOW

FANTAVISION

Whack on the kettle, break open the Digestives, and prepare for the world's most spectacular fireworks night. No pomp, no ceremony, no snazzy texture-mapping, *Fantavision* is the PlayStation 2's simplest, and arguably greatest, invention yet...

FANTAVISION

IMPACT POINT

LINKING EXPLOSIVES

"EVEN WHEN THE GAME INEVITABLY FRUSTRATES AND BEATS YOU, IT'S NOT BECAUSE YOU'RE STUCK, BUT THAT YOU HAVEN'T REACTED QUICKLY ENOUGH"

INSIGHT

BEATING THE GAME

MATCHER'S CHOICE

PSM2 VERDICT

GAMEPLAY

GRAPHICS

SOUND

LIFESPAN

OVERALL

85

EXPLOSIVE

VERDICT BOX:
A chunky, comprehensive summary of the game. You'll find out what the best and worst features of the gameplay, graphics, sound and lifespan are, as well as getting a score out of 100. We feel this is the most useful way of indicating the game's quality, rather than some oddball score out of, say, 30.

GAMER'S CHOICE:
Your essential guide to how the game compares to others in its genre. These will be PS2 games where possible, but due to the system's ability to play all your old PlayStation discs we'll also compare the new games with the classics...

INSIGHT:
Here you'll find amazing facts about the game and its developers, carefully selected by the PSM2 reviewer to give you a deeper understanding of the title. Or make you laugh.

ALL THE INFO YOU NEED:
Crammed with every useful fact about the game, you'll find everything here - from how many players it supports to how many levels and playing modes you can expect. For Japanese discs, we'll also give you a guide to how impenetrable the text is. Neat, no?

›HONEST AND ACCURATE シワミカ/

PS2 REVIEWS

We review every last PS2 title from around the world. Each review is clearly marked with its country of origin – we always re-review PAL versions of games we've covered on import.

›HONEST AND ACCURATE シワミカ/

DVD REVIEWS

Every month PSM2 teams up with *Total Film* magazine to review the best of the month's DVDs. We treat extras as a bonus and base our scores largely on the film's quality.

›HONEST AND ACCURATE シワミカ/

PSone REVIEWS

We select the cream of the crop of new UK PSone releases. In this backward compatible world, PSM2 is also your guide to the AAA games on the machine that won't die!

›HARD-HITTING シワミカ/ キハワキア

THE PSM2 SCORING SYSTEM:

PSM2 WARNING! Unlike other mags, PSM2 takes reviewing seriously. PSM2 is hard, but fair. 90+ scores are rare. Read the guide below.

0-29 Shoddy stuff. A game in this category is so bad, *well*, it's just laughable really...

30-49 Possibly fun in the short term, but there're some serious faults in the game's design.

50-69 50 is considered 'average' in PSM2 (unlike some other mags). You can trust our scores.

70-84 An entertaining game that *just* misses out on being something big. Highly enjoyable, though.

85-89 What are you waiting for? If a game gets a score in this category, you really ought to treat yourself. You won't be disappointed – PSM2 highly recommends it, and that's the only endorsement you need...

90+ An unmissable gem which should feature in the game collection of everyone reading PSM2. It's a supreme example of its genre and pushes your PlayStation 2 in every respect. You must play this.

DON'T MISS THESE:

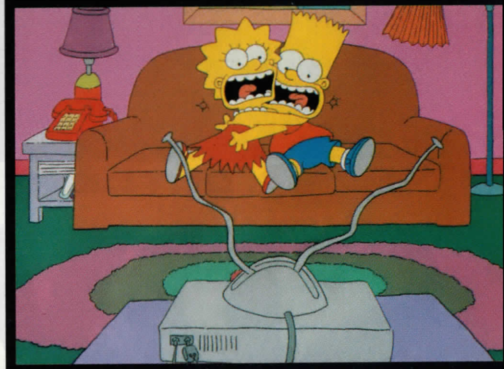
PS2 REVIEWS

7:54
105
MPH
2 PROTOTYPES LEFT

SPY HUNTER 064

CLEAR THE GLOWING JUMPS AT THE WOODWARD TRAILS B-PARK
TWO MORE TO GO...
FLAIR
1750 POINTS
6650

PROJECT EDEN 068
Dave Mirra Freestyle BMX 2 071
This Is Football 2002 072
Thunderhawk: Operation Phoenix 074
Victorious Boxers 076
MX 2002 078
World Championship Snooker 066
Final Fantasy 10 080
ABSOLUTE PS2 090



DVD REVIEWS

The Simpsons Series One 086
Butch Cassidy and the Sundance Kid 087
Nurse Betty 087
Audition 087

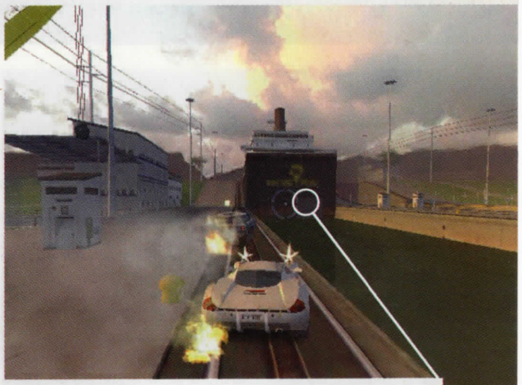
OUT UK OCTOBER 01

SPY HUNTER

"A SHINING EXAMPLE OF HOW TO VASTLY IMPROVE A GREAT GAME"

SPY HUNTER

"HURTLING ALONG HIGHWAYS AND BLOWING STUFF UP"



COSY NOSTRA: As you whip through the docks level you can blow the back out of the cargo ships and bag a few extra evil goons.

He-Man, Flashdance, Cabbage Patch Kids… at least *one* thing from 1983's due a revival…

REVIEWER: Joel Snape

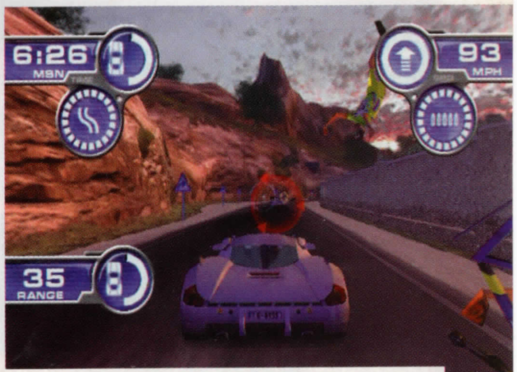
You're travelling at close to 150 mph. Up ahead, there's a road-block staffed by malevolent goons in boiler suits. Behind, two rocket-firing Hum-Vs are closing fast. With half-a-second to impact, you press a button and watch the barrier go up like a zeppelin full of petrol. Another prod on the controller sends your pursuers spiralling out of control in a mess of oil and splintering metal. You arch an eyebrow and take another sip of Martini. Objective complete, Mish Moneypenny.

Spy Hunter is fun. It's not technically impressive in a look-at-that-sun-glare kinda way, and it won't take hours to master its subtle nuances. It's just *fun* to play because it never takes itself too seriously, and underneath the chromed engine there's an obvious reason for this.

Spy Hunter originally came out in 1983, as a top-down vertical scroller, and remains one of the best games in the history of the ZX Spectrum. And, bizarre as this might sound, it hasn't changed radically in all that time.

CLASSICS ROCK

Yes, it's a million times shinier and chugs polygons at a rate that no-one listening to Karma Chameleon back then could've imagined. But while all the new features add necessary depth, they never tamper with the game's core appeal – hurtling along highways and blowing stuff up. Veteran gamers'll recognise every memorable moment from the original – the menacing razor-hubcapped cars, the annoying bomb-dropping



CIVILIAN LIBERTIES: Wiping out this group of cyclists ruins your chances of picking up your 'no civilian casualties' bonus.

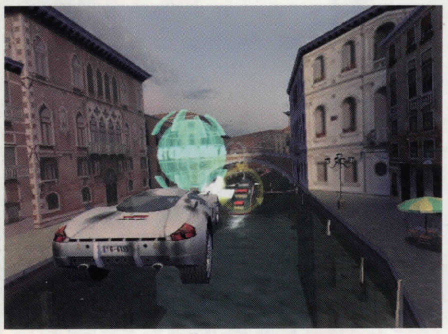
INFO

- **CODE TESTED**
  PAL
- **DEVELOPER**
  Paradigm
- **PUBLISHER**
  Midway
- **GAME TYPE**
  Driving Combat
- **PRICE**
  £39.99
- **ESSENTIALS**
  1-2 Players, DualShock 2, Memory Card

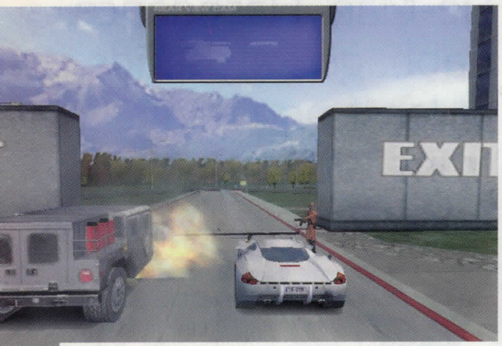
PlayStation.2
SPYHUNTER
MIDWAY

FEATURES

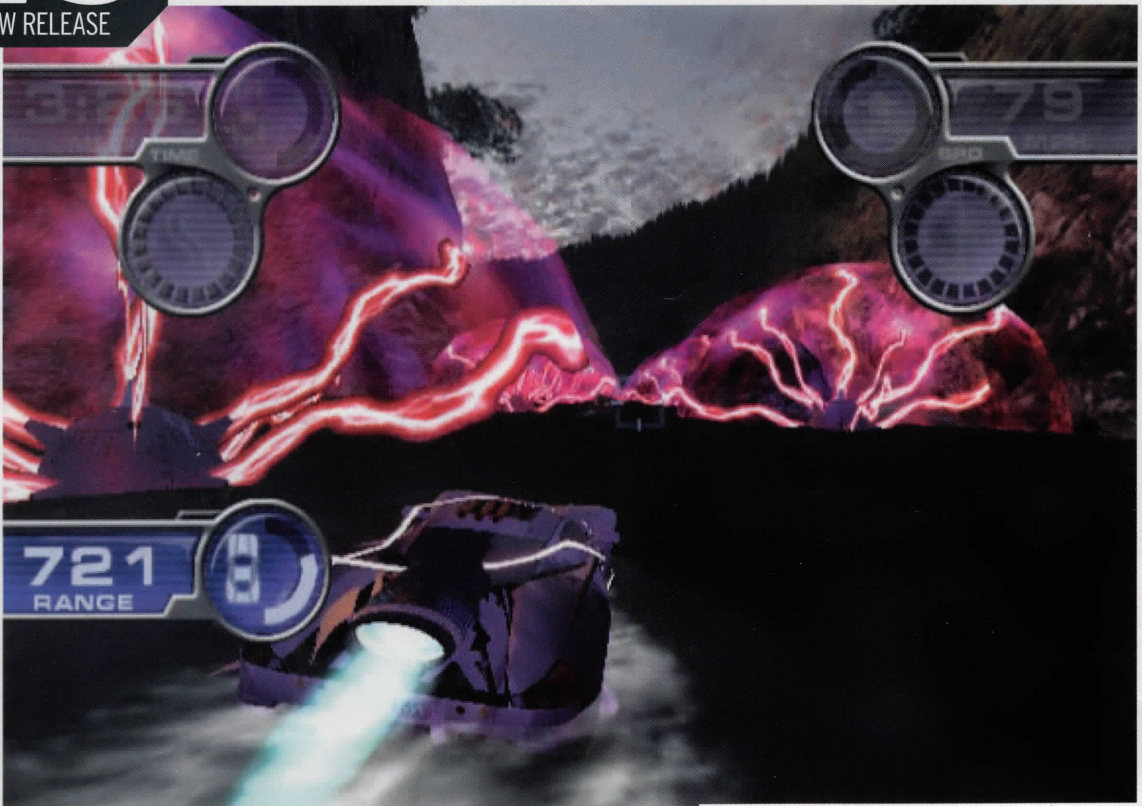
- 14 missions.
- Two versions of the Interceptor – each with boat and bike incarnations.
- Two-player co-operative mode.
- DVD extras including a music video of the Henry Mancini *Peter Gunn Theme* recorded by rawk band Saliva, The Making Of Spy Hunter, concept art and early animation stills.



SATCOMM TO DADDY: You'll have to utilise the boost and available ramps to reach some of the harder to find Satcomms.



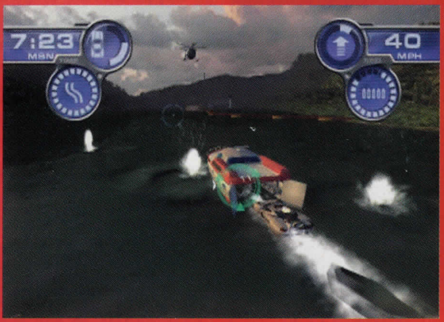
BEHIND THE TASK: Your rear-view mirror is more of an LCD display than a clear picture of what's going on behind you.



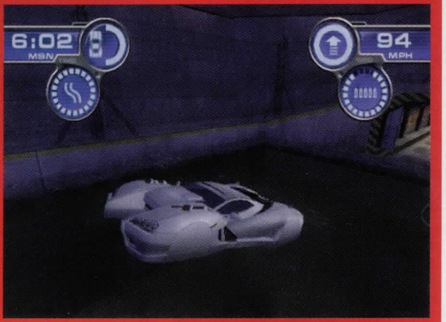
YOUR PLASMA OR MINE? Chasing the rival interceptor, you'll be lead through this energy-sapping minefield.

MESSING ABOUT IN BOATS

Remember M.A.S.K? Of course you do – the Mobile Armoured Strike Kommand were indelibly etched on the brains of every child who ever saw them coolly flick the 'Car-change-to-boat-now' switch as they plummeted off a cliff. Including the programmers of *Spy Hunter*. The game does it automatically as you head for the water, but the obligatory bullet-time effect and whirring noises are still there.



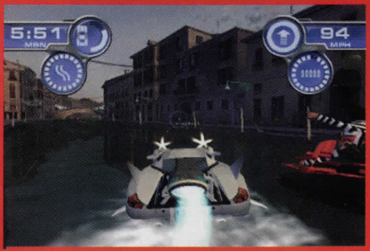
AID AND A-BOATING: Fortunately, you have the opportunity to repair yourself on water as well as on land. Notice the bombing choppers.



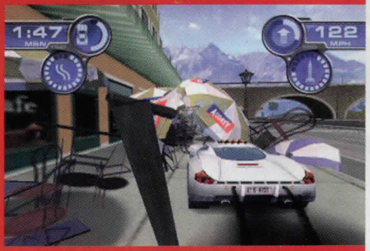
RUDE BULLET: The bullet-time car-to-boat transformations look fantastic. Gives a cool cinematic edge to the action, as well.

WHO ATE ALL THE SPIES?

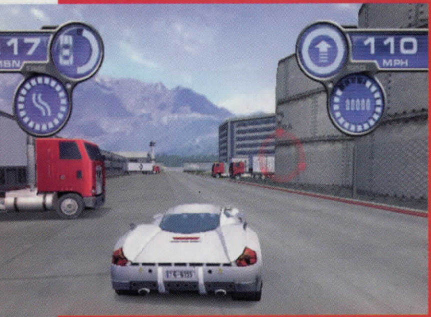
Each of the 14 missions has its own visual style, and each has a stack of classic movie-chase set-pieces. When you plough through the window of a Venetian cafe and into a swathe of tooled-up gondoliers, it's almost literally as if someone's reached into your head and plucked out your childhood fantasies of *being* James Bond or Michael Knight. "My sen-ssors indicate a blockage up ahead, 007..." etc, etc...



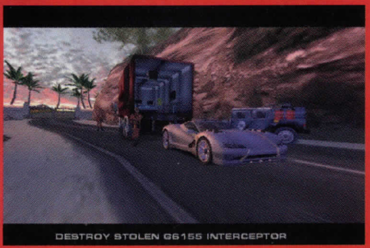
AGGRO MERCHANTS OF VENICE: These not-so-friendly gondoliers open fire with guns rather than opera.



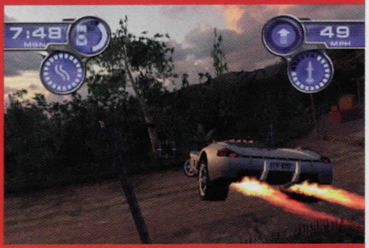
PATIO RILING: The levels contain some of the most smashable scenery we've ever seen in a driving game.



TRUCK STOP: The first level after training has you steering at speed around some aggressive juggernauts.



TENSION INTERCEPTOR: One of the game's best mission involves you chasing your motor's doppleganger.



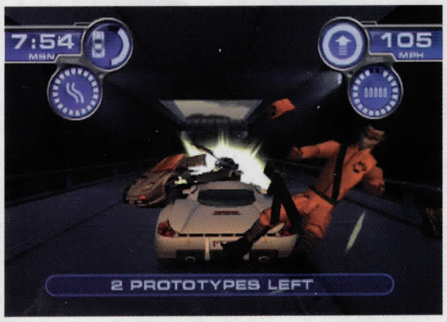
EXHAUSTING ALL AVENUES: Turbo your way out of trouble or to reach the hidden short-cuts.

▸helicopters, the handy repair vans – all seamlessly integrated into a more involving next-gen whole. The traditional featureless highways have been replaced by cities bustling with civilians and jammed full of balsa-wood scenery, everything flies by at impressive speed and a crashing remix of Henry Mancini's *Peter Gunn Theme* (best known from The Blues Brothers) tops off the adrenaline overload.

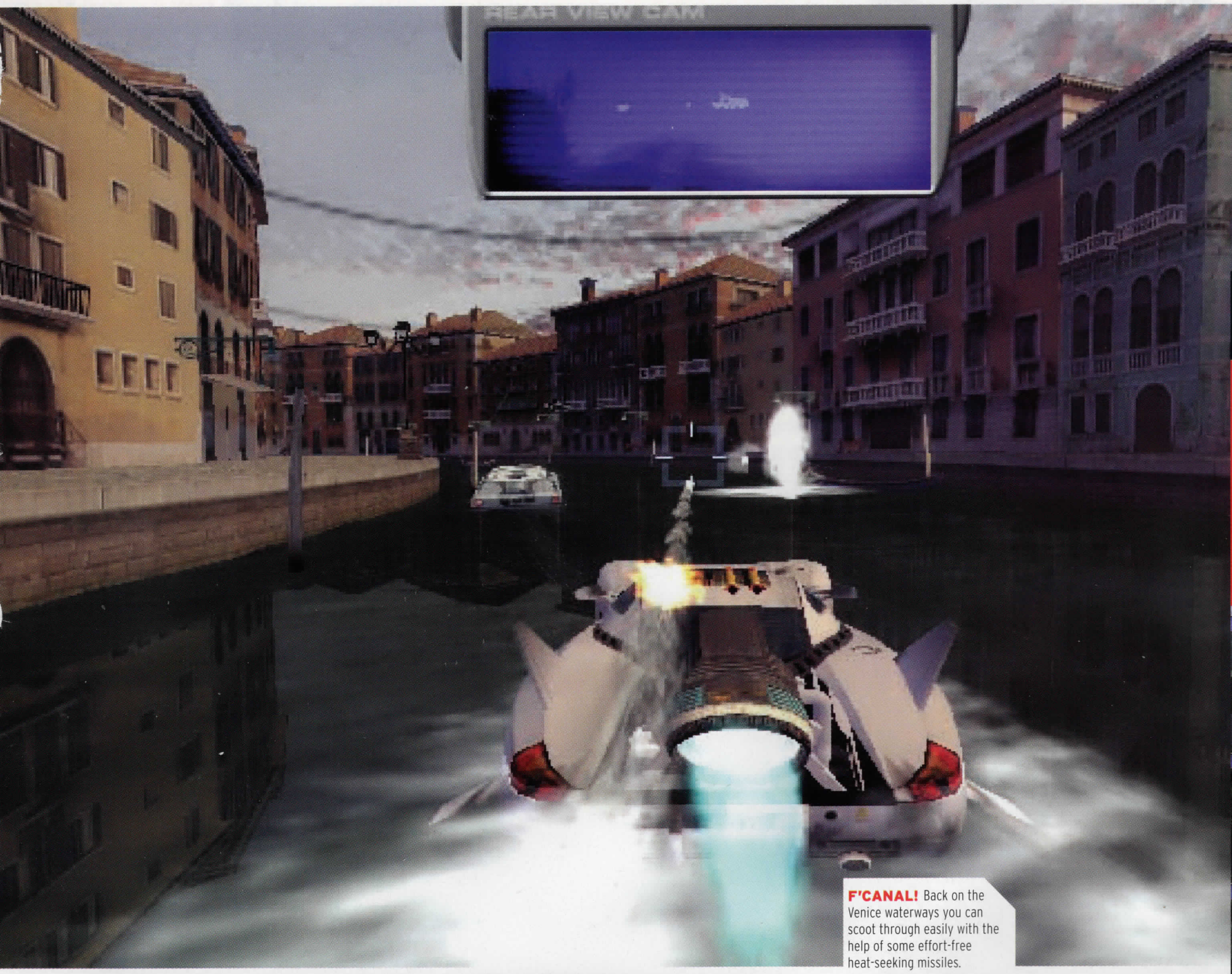
The apparent simplicity's maintained by the control system. Although you've actually got a lot of buttons to worry about, the intuitive way they're laid out makes handling the Interceptor a sheer joy. Handbrake turns are a vital skill, R1 and R2 fire your front and rear weapons, double-tapping ⊗ activates your turbo, and clicking down on the left Analogue selects a homing missile target. You're never more than a button press away from obliterating the opposition in a torrent of hi-ex, and it's a deeply gratifying feeling.

KEEPING IT OBJECTIVE

There are 14 levels in all, each with primary and secondary objectives. To progress, you've got to complete each primary mission, but also amass 'objective points' by doing a couple of the secondary ones. How you do this is up to you – if you don't want to worry about keeping the civilian casualties down, then just make sure you blow up some extra communication towers. Eventually, you'll want to worry about collecting



GOON, BUT NOT FORGOTTEN: Blasting through boats allows you to send foot-soldiers over your bonnet.



F'CANAL! Back on the Venice waterways you can scoot through easily with the help of some effort-free heat-seeking missiles.

BAG OF TRICKS

'Condition: critical' chirps the placid lady-voice acting as your in-car info system. 'Reverting to defensive mode.' The side-panelling peels off, and suddenly you're weaving through the tiniest of gaps on a chrome land-rocket. There's even a jet-ski version for water-based levels. Vwooosh.

"IT'S POSSIBLE TO RELY ON SUPERIOR FIRE-POWER TO SAVE YOU, BUT EFFORTLESSLY WEAVING THROUGH THE LEVELS BECOMES MORE REWARDING"

INSIGHT

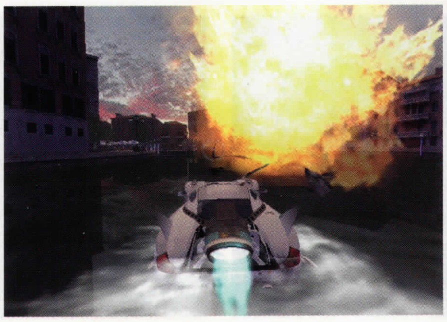
- **_Spy Hunter_'s been developed by Paradigm, the same people behind N64's _PilotWings_ and PS2's forthcoming _MX Rider_.**
- **The original game came out in the same year as the Knight Rider TV pilot – and as a real-life KITT was scrapped after someone used it in a failed attempt to jump over a train.**

the Satcomms scattered about – usually accessed by taking less obvious paths, or turbo-jumping a crucial ramp. While the levels are generally fairly linear, the time limits are generous enough to let you go back if you miss one – easy enough, considering the amount that's going on. A raft of short-cuts reward exploration – if you're outnumbered and taking heavy damage, chances are there's an alternative route that you haven't found yet. It's always possible to steam along relying on reflex and superior fire-power to save you, but effortlessly weaving through the levels becomes much more rewarding. Yes, it gets a bit repetitive, but that's not to say that every mission's the same. Our favourite, clearly indebted to *Chase HQ* – the *other* classic arcade driver – sees you chasing another Interceptor through the streets of Milan. He's exactly as well-armed as you – so do you chance hitting the turbo through an oil slick for an early kill, or hang back and rely on your homing missiles? It's that freedom that makes victory so rewarding. Of course, 14 five-minute missions can't exactly match the depth of *Driver* – but until *Stuntman* comes out, you're not going to find anything comparable to this on the PS2.

In fact, the only genuine problems are minor handling issues. Most irritatingly, when you crash into something immovable the car physics suddenly go awry and the screen judders like a pneumatic drill. Also, considering that you've got smoke screens and oil slicks to fire, the blue rear-view computer screen seems woefully inadequate – and there's no 'look behind' function. Oh, and it's occasionally a bit too easy to go screeching past one of your primary objectives without seeing it, or run out of the homing missile ammo you need before you get there. But that's about it.

Amid swathes of bashed-out licences and sequels, *Spy Hunter* harks back to that fondly-remembered era when gameplay was everything. It's a shining example of how to vastly improve a great game while staying faithful to its spirit, and if you're a retro-fanatic it's everything you could have hoped for. For everyone else, it's a tremendous blast that's *slightly* too limited to be an essential purchase. **PSM2**

My sen-ssors indicate that Spy Hunter *will arrive at the start of October, Michael... Michael?*



INTERCEPT EMBER SONG: The explosions are impressive, but the detail of the debris looks a bit shonky when you get close to it.

KITT'S CHOICE

1 **TWISTED METAL: BLACK**
If all you care about's pyrotechnic rocketry, the grimmest game on PS2 just edges it.

2 **SPY HUNTER**
Like your games explosive, fast and oddly suave? There's only one choice.

3 **RUMBLE RACING**
Knockabout stunt action that just can't quite match *Spy Hunter*'s flair for the dramatic.

PSM2 VERDICT

GAMEPLAY

+ Smooth handling, and lots to worry about, even for an expert.
- It's a *tiny* bit too linear at times.

GRAPHICS

+ Tons going on, and plenty of quality incidental details.
- Occasionally glitches – especially in the crashes.

SOUND

+ Whooshes, bangs, whirrs and excellent music.
- Um... the voice acting's not that great.

LIFESPAN

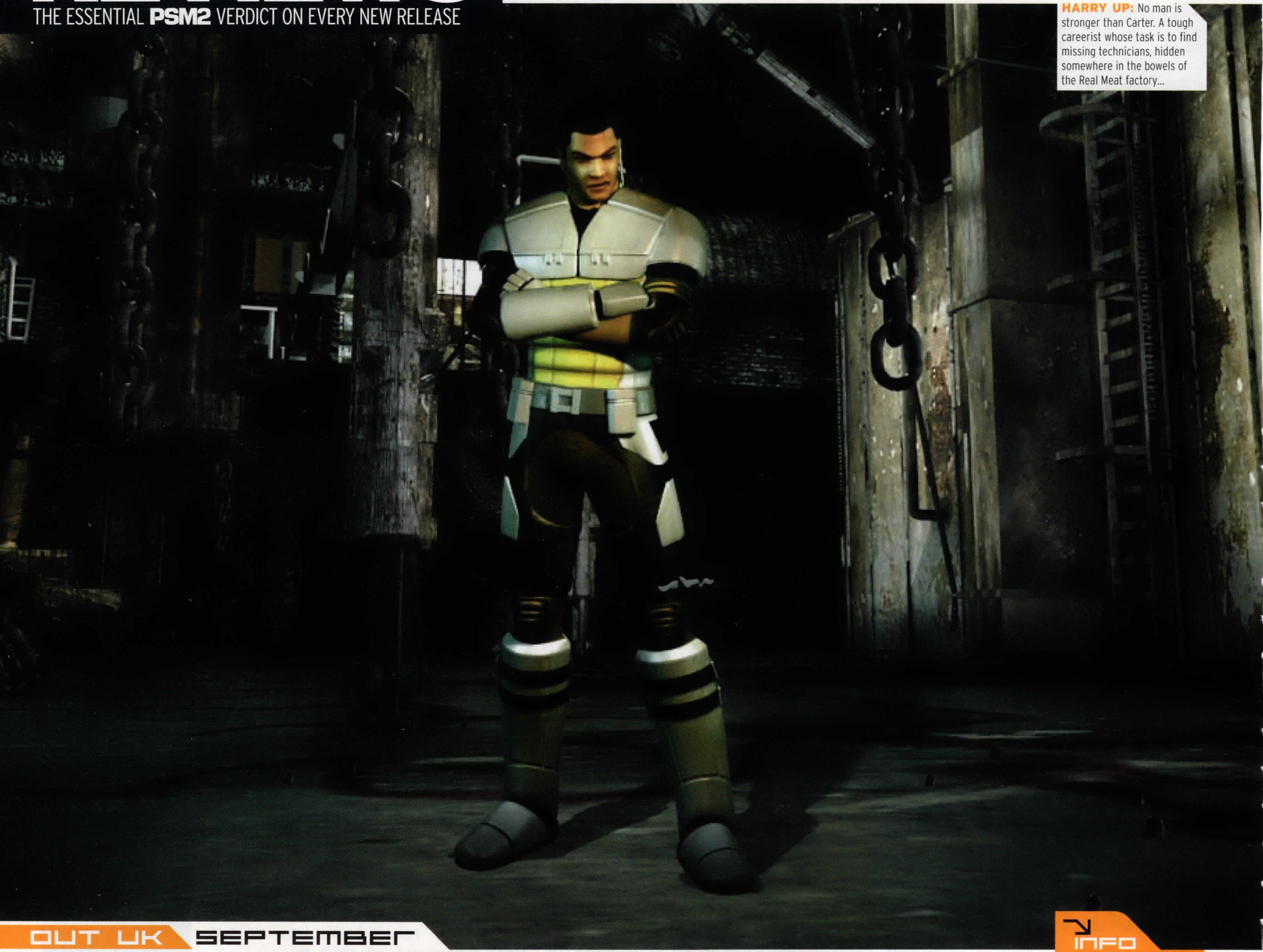
+ Completing each mission perfectly's going to take a while...
- But they're all pretty similar.

OVERALL

It won't set the world alight, but *Spy Hunter*'s a beautifully crafted, knockabout thrill with an undeniable sense of style.

79

POLISHED



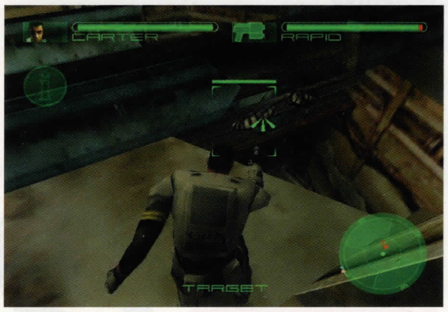
HARRY UP: No man is stronger than Carter. A tough careerist whose task is to find missing technicians, hidden somewhere in the bowels of the Real Meat factory...

OUT UK SEPTEMBER

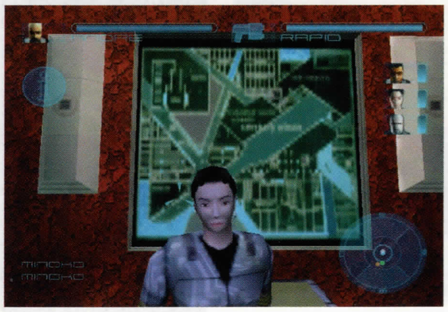
PROJECT EDEN

Reee-sist the UPA? You've got no chance, mate. Death isn't an option for the boys in *Project Eden*. It's just part of the job when you're under the streets, dealing with downtown scum.

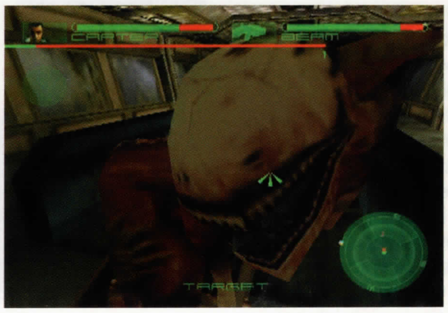
REVIEWER: Jonathan Bryant



ALL BELTS ARE OFF: Zap the crawling bugs and destroy the walkway's drive wheels. Manual targetting's quite tricky, though.



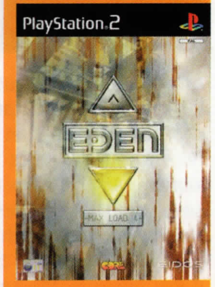
MAP O' MINI: Minoko's only of use if the computers and terminals are working. Andre's your man for repairing broken equipment.



RAW HEAD REX: Holey Moley. This is just one of the smaller examples of the mutated horrors that you'll have to deal with.

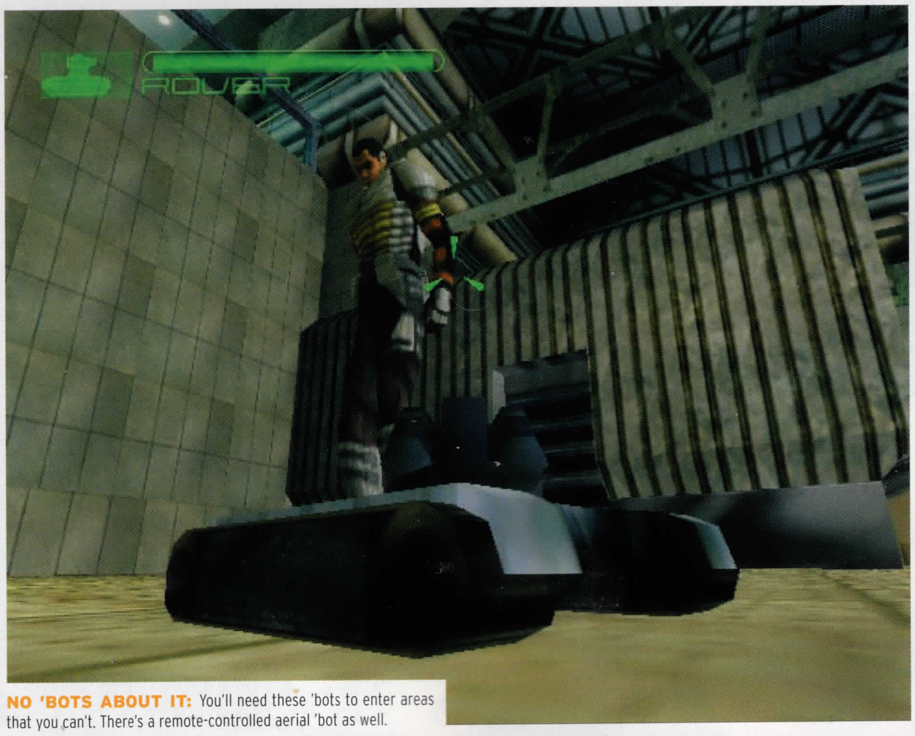
INFO

- **CODE TESTED**
  PAL
- **DEVELOPER**
  Core
- **PUBLISHER**
  Eidos
- **GAME TYPE**
  Action Strategy
- **PRICE**
  £39.99
- **ESSENTIALS**
  1-4 Player, DualShock 2
  Memory Card, MultiTap

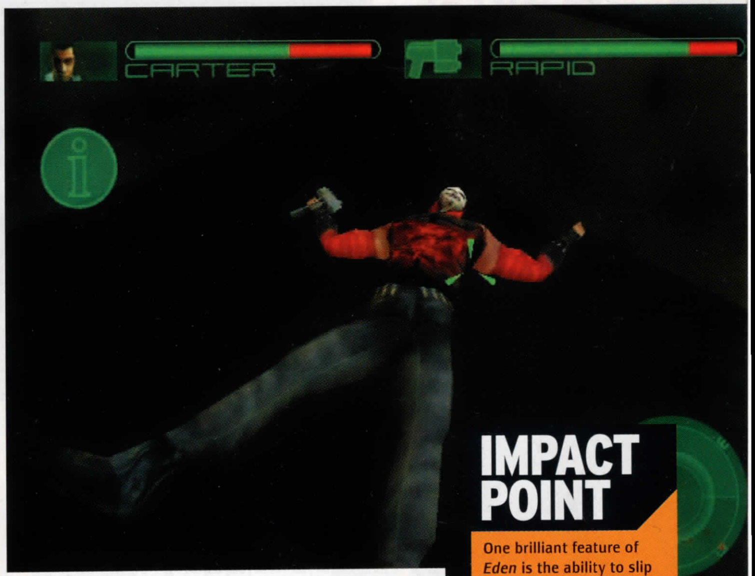


DETAILS

- **11 sizable levels.**
- **Four playable characters.**
- **Co-operative 'join anytime' feature.**



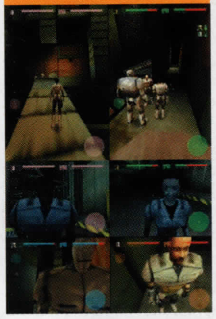
NO 'BOTS ABOUT IT: You'll need these 'bots to enter areas that you can't. There's a remote-controlled aerial 'bot as well.



CORPSE YOU CAN: Either use your playable character to draw fire while team-mates slay enemies, or go gung-ho yourself.

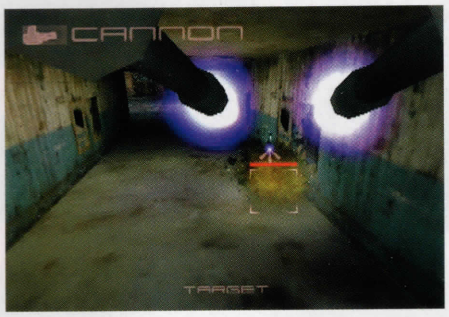
IMPACT POINT

One brilliant feature of *Eden* is the ability to slip easily between one and four players in the co-op mode without it affecting the progress of the game. Hit START and you're in.

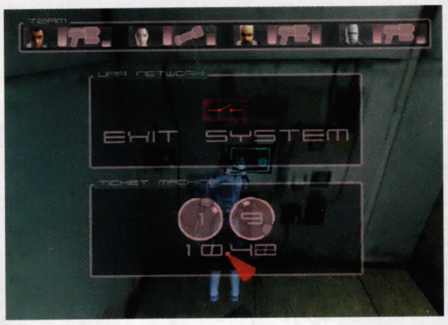


Feels like we've spent a lot of time in the company of *Project Eden*. Look back over the issues and you'll see we've been reporting on the game for almost a year now. So to finally receive review code for Core's latest adventure was something of an event.

And things have changed a great deal since out hands-on preview last issue. Goodbye frequent crashes, hello polished AI and a city now awash with NPCs just waiting to bad mouth you. Finally, *Eden*'s sci-fi metropolis has stopped being an architectural wonder and has, instead, become a city crawling with potential. A potential that's fuelled by one thing – death. Eeeek.



SPLATOON: Minoko uses her cyber skills to take control of a defensive corridor gun and waste one of the local mutants.



HACKER HUMANOID: To override the computer's security systems, Minoko has to match the spinning white dots to the slots.

DEAD MEN WALKING

To play this game is to die – thousands of time. You'll fall beneath bullets of the Death's Head gang; you'll drop off the edge of a bridge 100 storeys up; you'll be par-boiled by banks of steam jets. But trying to survive isn't the object of *Project Eden*. As you'll very soon learn.

"THE REAL JOY LIES IN SPENDING A GOOD FEW MINUTES FIDDLING ABOUT BEFORE COMING TO THE LOGICAL SOLUTION TO YOUR PROBLEM"

INSIGHT

- Amber, the team's cyborg, isn't all metal you know. Somewhere beneath her steely exterior lies a 27-year-old skyway accident victim.
- Feel that you might have seen this four-way split somewhere before? The programmers are all big fans of the excellent sci-fi adventure *Hired Guns* that appeared on the Amiga in 1993.

Picture the scene. Your team stands at the at the end of a working travelator that continually carries you back to the start. There's no way around. What do you do? Run along the handrail and blow up the drive mechanism with a pipe bomb, of course. The real joy lies in spending a good few minutes fiddling about before coming to the logical solution to your progress-halting problem.

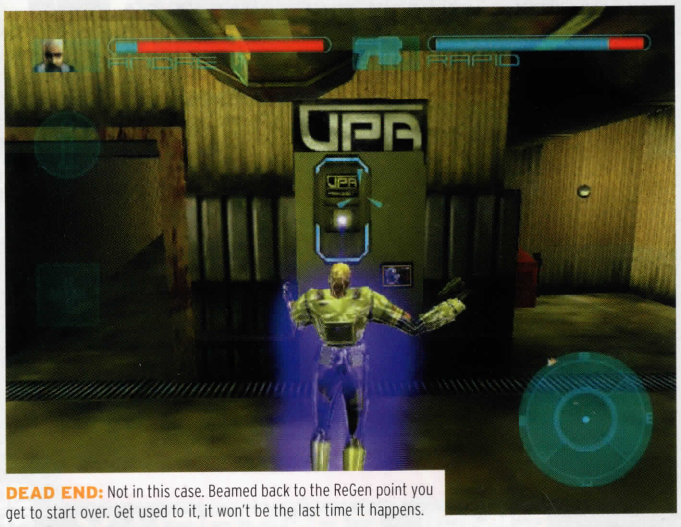
Get to the other side of the walkway and, guess what? You die – mauled by skull-headed mutants with guns for eyes. But that doesn't matter, you can deal with death thanks to the handy ReGen points dotted about the level. It's just locked doors, broken equipment and chasms that block your progress.

We've already put great emphasis on the game's team tactics and this is another area where Core buck genre trends. No doubt you've heard us banging on about the old 'key and door' puzzle cliché. Well, it looks like someone's finally taken heed and produced a game that doesn't have one single key. Hu-bleedin'-rah. What you have instead is the technocrat Minoko (the fleshy lady of the gang) with her handy hacking skills, alongside seal-boy Andre and his tool belt. Sidle up to any locked door and you're suddenly presented with a mini-game much like the Overdrives of *FF10*. Get these pad-based challenges right and there you go – open sesame. It really makes progress an art rather than a mindless rush of rooms and guns.

PARADISE LOST

The downside to this approach – isn't there always one – is the fact that, at times, you'll grind to a complete halt, your head scratching becoming a pain rather than a joy. Don't let that put you off though, just look at it as fuel to keep you going until the closing revelations. Ultimately, *Project Eden*'s a game that's fresh, polished and above all electrifyingly original. **PSM2**

Gather three friends around you and utilise their individual skills to buy this now.



DEAD END: Not in this case. Beamed back to the ReGen point you get to start over. Get used to it, it won't be the last time it happens.

RENTOKIL'S CHOICE

1 **PROJECT EDEN**
The thinking gamer's carnage and the only true co-operative title out on PS2 at the moment.

2 **DYNASTY WARRIORS 2**
Slash happy tactics that made you think before you ran screaming into battle katana held high.

3 **X SQUAD**
Tried to do the team-work thing with group commands but failed miserably.

PSM2 VERDICT

GAMEPLAY
+ The sheer scope of possible solutions makes this unique.
- Get horrendously stuck and you'll learn to hate it.

GRAPHICS
+ Incredibly detailed character models and environments.
- Occasional clipping, but never enough to distract.

SOUND
+ The noise of your character breathing heavily is spot on.
- Some of the NPCs have very little to say.

LIFESPAN
+ The levels are huge. You can play the whole thing with your mates.
- Once you've clocked it, there's no great reason to return.

OVERALL
Manages to pull off a rare combination of brains and guns while never falling short on looks. Some infuriating puzzles, though.

86

SMART

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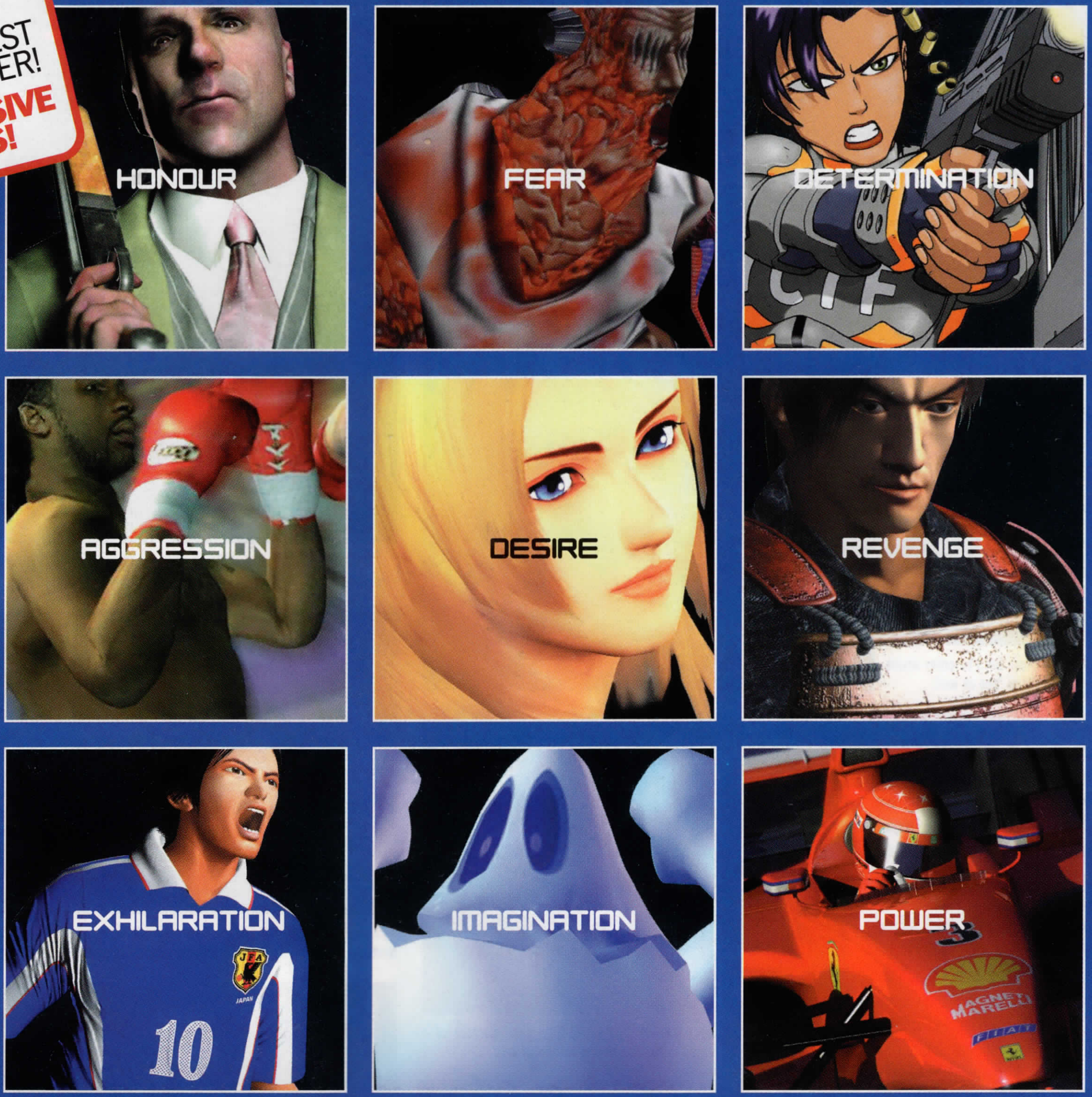

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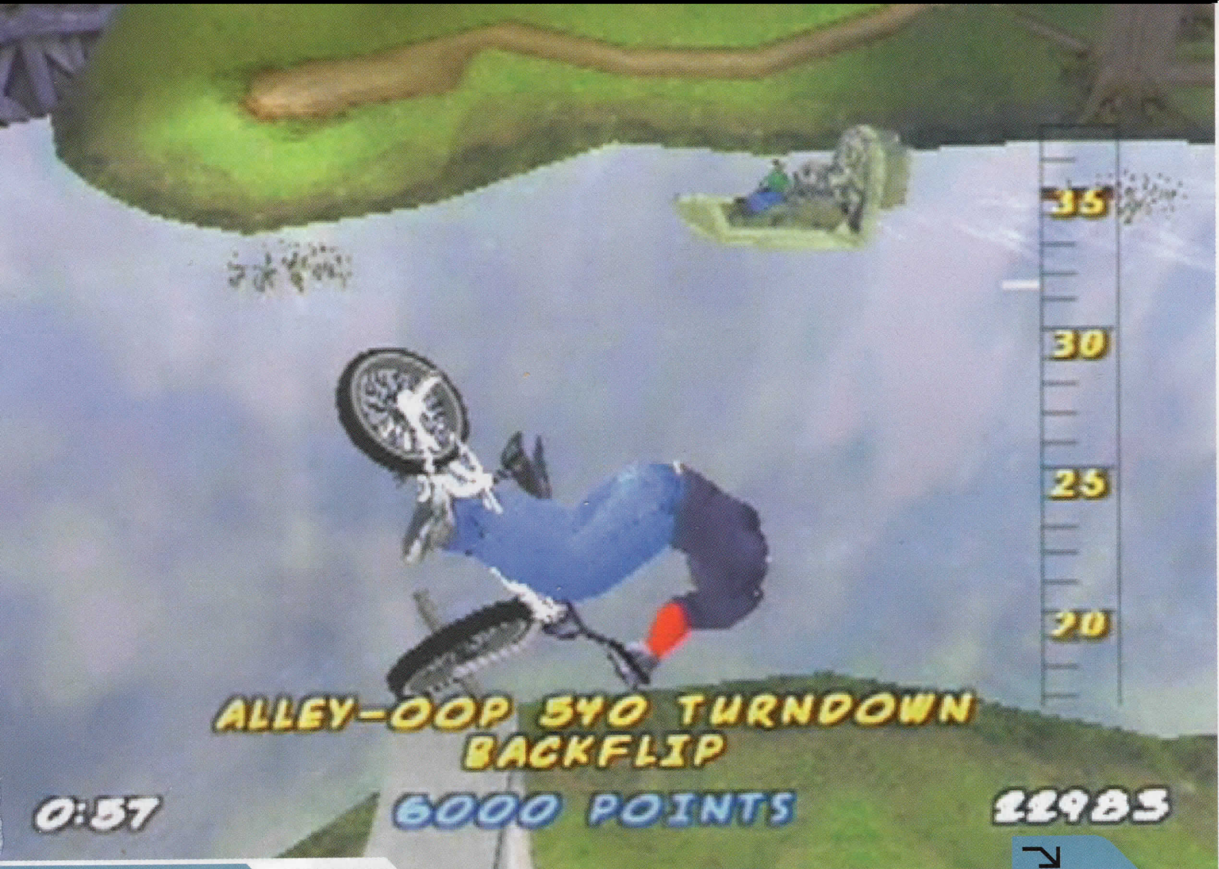


OUT UK NOW

DAVE MIRRA FREESTYLE BMX 2

Bike to the old-skool. Extreme ramp action from Mat Hoffman's nemesis.

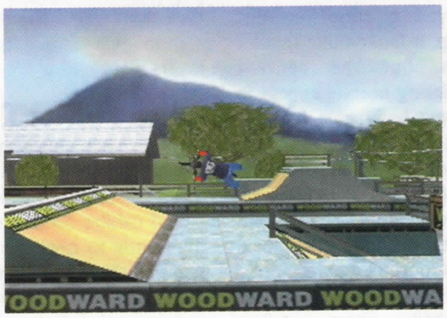
REVIEWER: Richard Owen

It's the first radical sports title to hit tarmac on PS2, but it's not going to be the last. *Tony Hawk's*, *ESPN X* and *Mat Hoffman* are already lubing their bearings in preparation for some stylish pursuit. So how does *Dave Mirra* survive the transition from PSone to next-gen? And how's he going to cope with the competition?

Fairly well, seems to be the answer. We always preferred *Dave's* intuitive control to *Mat Hoffman's* – the recognisable system will have you racking up the scores after half-an-hour of practice. This sequel uses the same trick method as before, allowing you to modify Flairs into No-Footed Flairs, and, with 1500 stunts to threaten your elbows and knees, you'll find yourself pushing every last metre of air to find them all.

"WITH 1500 STUNTS TO THREATEN YOUR ELBOWS AND KNEES, YOU'LL FIND YOURSELF PUSHING EVERY LAST METRE OF AIR TO FIND THEM ALL"

Each one of the game's moon-sized levels are home to three sets of increasingly tricky challenges. Level challenges are occasionally more vague than the blindingly obvious *Tony Hawk's*, and you'll find yourself covering unnecessary yards of the gigantic urban areas as you try to track down the hidden challenge that only comes from interrogating a fellow rider. But there's plenty here to drive you on, with hidden levels, riders and bikes all urging you to grind every available surface of the impressively lively environments. If you can see it, you can ride it.



WOBBLY WOOD: The vert paradise of Woodward will be familiar if you've played the original game, or ever looked at a BMX mag.

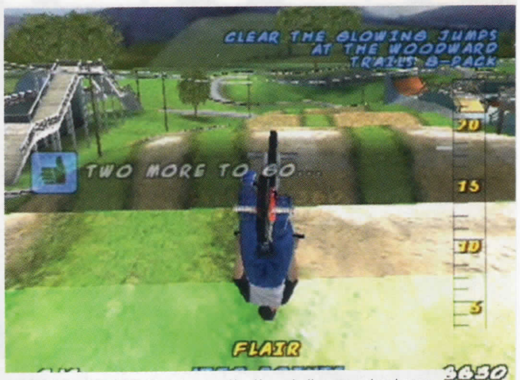
For the most part, the game plays well, looks slick and is well animated throughout. Unfortunately, pop-up rears its ugly head on occasion and the camera has the occasional nightmare. Interiors are the main cause of glitches, usually occurring when the game can't decide which side of an object to shoot the action from. This leads to some moments of sheer panic as you lose your horizon and land a Superman chin-first. With character animations as clean as these, impacts will have you grimacing in total sympathy.

INSIGHT

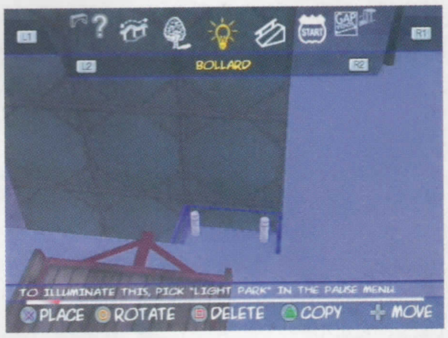
- Developers Z-Axis first wet their radical sports whistle with *Thrasher Skate and Destroy* on the PSone.

While clearly not perfect, this cranked-up version of the original game is superior to its predecessor in every possible way and won't fail to impress anyone looking for a challenge while waiting for Tony to get his act together. Many, though, may be waiting for *Mat Hoffman* to appear. But after you've pedalled leisurely around this, sizing up the sheer scope for demonic trick riding, you'll probably decide that Mat might not have the necessary balls to surpass it. **PSM2**

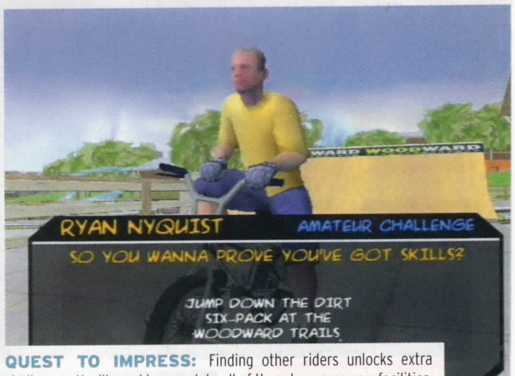
Pass the Savlon and praise the safe landing. Dave Mirra Freestyle BMX 2*'s out now.*



SHINING LIGHT: To get your attention, challenges not only pop up on screen but flash neon green too.



PARK SPECIFIC: Ah, the ubiquitous Level Editor. This one features a gizmo to let you change the floor height, though.


RYAN NYQUIST
AMATEUR CHALLENGE
SO YOU WANNA PROVE YOU'VE GOT SKILLS?
JUMP DOWN THE DIRT SIX-PACK AT THE WOODWARD TRAILS

QUEST TO IMPRESS: Finding other riders unlocks extra challenges. You'll need to complete all of them to access new facilities.

INFO

CODE TESTED
PAL
DEVELOPER
Z-Axis
PUBLISHER
Acclaim
GAME TYPE
Extreme Sports
PRICE
£39.99
ESSENTIALS
Memory Card, 1-2 Players, DualShock 2, Memory Card

PlayStation 2
MIRRA 2
freestyle bmx
Acclaim

DETAILS

- Eight levels – each around four times larger than the original.
- Level Editor.
- Modified trick system with over 1500 tricks.

EXTREME DOOD'S CHOICE

1 **SSX**
Still the best way to spend an evening tearing up half-pipes.

2 **DAVE MIRRA FREESTYLE BMX 2**
Huge environments, more tricks than you can shake a knee-pad at and some involving challenges.

3 **ESPN WINTER X GAMES SNOWBOARDING**
A particularly harsh learning curve and an overwhelming reliance on peripheral detail turns us off.

PSM2 VERDICT

GAMEPLAY
+ A great trick system virtually allows you to invent your own.
- Annoyingly buggy in places, causing much gnashing of teeth.

GRAPHICS
+ Some solid animation and busy environments.
- The game camera has a few problems dealing with interiors.

SOUND
+ Decent blend of top-class guitar noise and hip-hop.
- The jukebox isn't exactly over-flowing with tunes.

LIFESPAN
+ Loads of level goals and plenty to unlock.
- Possibly too tough for the more casual gamer.

OVERALL
***Dave Mirra 2* undoubtedly has its fair share of flaws, but, bugs aside, this is still an impressive way to bust some moves on PS2.**

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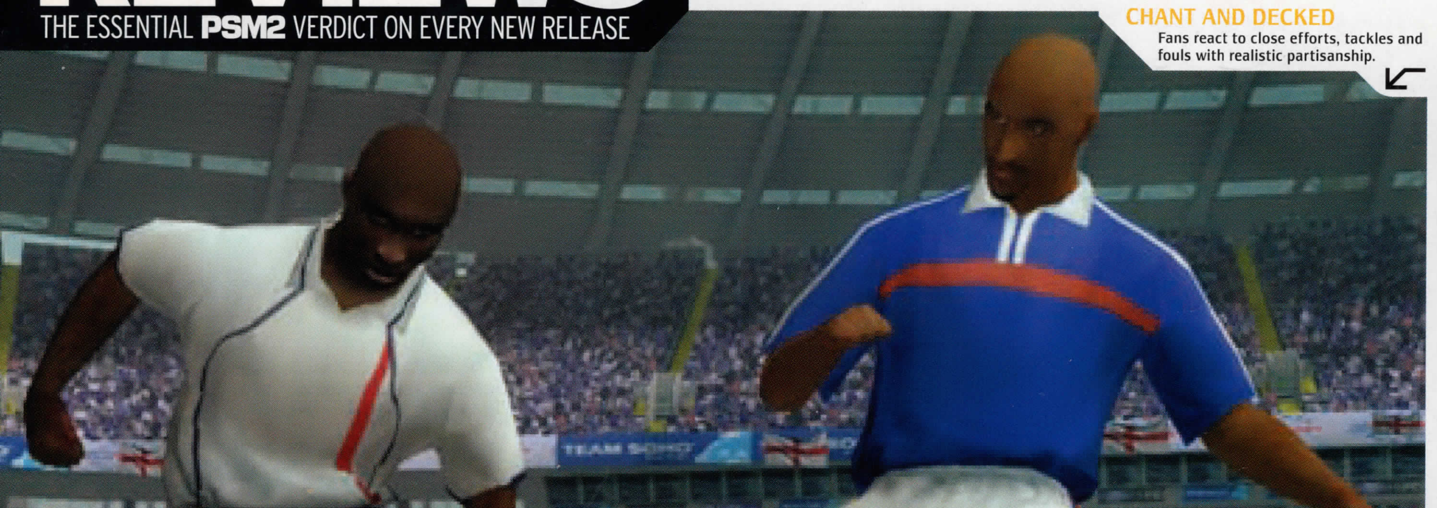
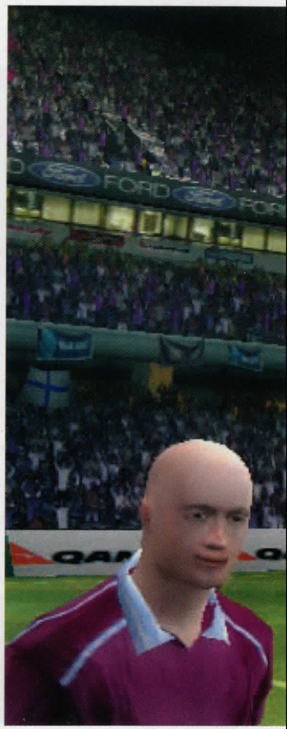
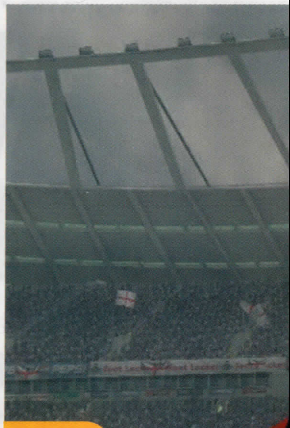
TRICKY



CHANT AND DECKED Fans react to close efforts, tackles and fouls with realistic partisanship.





OUT UK SEPTEMBER 28

THIS IS FOOTBALL 2002

Sony's maligned series arrives on PS2 with a new kit for the season, some show-stopping tricks and scabby knees.

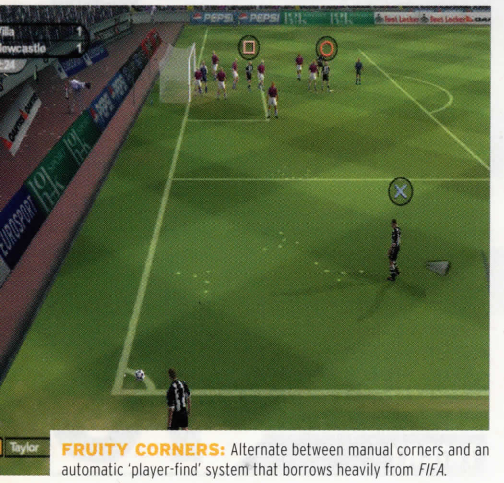
REVIEWER: Daniel Dawkins

Remember The Day Today, the subversive 'news' show fronted by Chris Morris? Well, there was a bit where a booming voice declared 'This is the news', and they played a spoof current affairs clip. It *looked* like regular TV news, but the content bordered on farce – depicting normal events in an outrageous, but *almost* believable fashion. *This is Football 2002* is a lot like that. The looks are TV-perfect, but the action's sheer dramatic fantasy. Realism-loving *ISS* fans will choke on their Bovril crisps, but developers Team Soho have created a deceptively playable – if flawed – alternative to Konami's football masterpiece.

This isn't meant to be a simulation, it's improbable, fat-free football – shorn of nil-nil draws, stuffed with two-footed tackles and thundering strikes. Imagine *FIFA* with a tighter passing game and less 'sweet-spot' shots. It's dramatic, instantly playable and tries to please anyone who's ever dreamed of playing in a World Cup final. The options are so flexible, you could pit Bolton Wanderers against Brazil and quell the samba beat with a last-minute overhead kick from Colin Hendry.

FANS FOR THE MEMORY

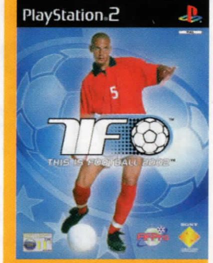
The big match atmosphere is capably reproduced. The stadia are solid and majestic, packed with flat, though surprisingly well-animated fans. The crowd exhibit context-sensitive reactions, raising their arms to celebrate a goal and holding their head as shots flash wide. The addition of ticker-tape showers, smoke-belching fireworks and team-specific chants cement the vibrant feel. When the accurate, FIFpro licensed players march



FRUITY CORNERS: Alternate between manual corners and an automatic 'player-find' system that borrows heavily from *FIFA*.

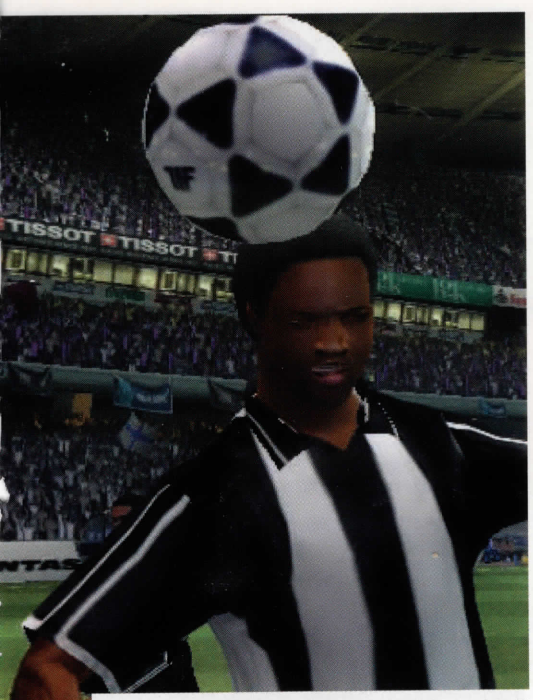
INFO

- **CODE TESTED**
  PAL
- **DEVELOPER**
  Team Soho
- **PUBLISHER**
  SCEE
- **GAME TYPE**
  Football
- **PRICE**
  £39.99
- **ESSENTIALS**
  1-8 Player, DualShock 2, Memory Card, MultiTap 2

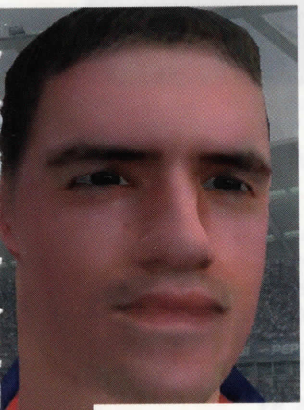


DETAILS

- **Over 350 leading international and club teams.**
- **Over 250 accurate, FIFpro-licensed players.**
- **Jumpers For Goalposts mode, and over 16 tournaments including the World Cup and European Cup.**
- **Four skill levels.**



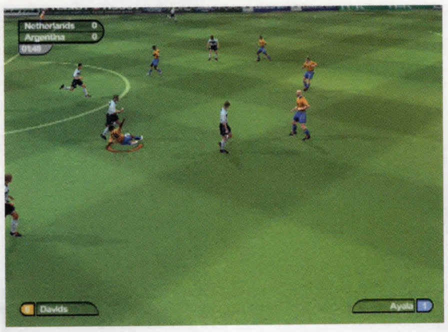
BACKWARDS AND FOREHEAD: Heading tends to be a bit muddled, with defensive efforts often firing in random directions.



OWEN, BIG-TIME: Player likenesses are more impressive on the more famous faces.

onto the pitch, it's hard not to coo 'ooh look, Beckham' and search frantically for little details like Seaman's ludicrous ponytail. The team rosters are bang up to date – including the Premiership's Veron and Zenden.

The in-game touches are equally impressive. The referee storms about with menace, brandishing cards with the gusto of a Las Vegas croupier. Players surround the ref after a controversial decision, and perform suitable histrionics after scoring – strikers will even applaud decent crosses. Players use 800 polygons in their heads alone – compared to 380 for their entire body in the PSone game – so emotions are reasonably expressed, though Ronaldo looks like he's gone 12 rounds with an impact hammer.



ROOTS MANOEUVRES: Pressing SELECT during a game will toggle through your defensive and offensive strategy options.

The passing game is surprisingly robust, with some slick interchanges and genuinely useful through-balls. The one-two system has been particularly well implemented. A double tap of ⊗ provides a standard one-two, while holding the button on the second press allows a give and go, enabling you to make darting runs with the free player. Using similar techniques, lobbed one-two's and chipped through balls are possible. Best of all, there're no guaranteed ways to break down your opposition – you have to wait for the runs of your team-mates. Sadly, their AI can be a little wayward, so you'll sometimes have to delay that killer pass.

TOUCHY SUBJECT

Each player has access to a variety of flicks, dribbles and shimmies – activated by *FIFA*-style button taps. Problem is, it's really hard to beat a man one-on-one. Even pacey players like Owen or Giggs fail to generate any acceleration. The only consistently successful tactic is the tap and chase down the flanks. Given the otherwise accurate rendering of proceedings, it's a shame that players feel so similar. The skills that're emphasised, such as Beckham's crossing or Heskey's strong hold-up play, are intrinsic to the characters – not activated by your own deft touches – so scoring from 30 yards with Scholesy can ring a little false.

Goals are spectacular and reasonably varied. Shot control is less precise than, say, *ISS*, but more satisfying than *FIFA*'s comedy swerves. A swift tap produces a low drive, while pulling back initiates a lob. Keepers exhibit reasonable AI, but remain defiantly rooted to their line unless you bring them out – frustrating in heated moments. Tap tackles suffer from confusing detection, so slide tackles are your first line of defence – with comically effective range. Headers tend to be context-sensitive, addled by occasionally frustrating AI choices.

If you can adjust to the controls, and accept that this isn't *ISS*, the game's escapist – yet comprehensive – nature provides a rewarding alternative to conventional console soccer. The atmospheric appeal is supported by a strong core passing game and an admirable number of tournaments. Only the lack of a deep learning curve limits its long-term appeal. This *isn't* football – not in the realistic sense – but as a short-lived glimpse of boyish football fantasy, it shouldn't be dismissed lightly. **PSM2**

Prepare for a September 28th kick-off.

SHAPING UP NICELY: We've noticed some odd characteristics in the player models. The arms seem a bit, er... low on the body at times.

IMPACT POINT

The game's tight, and you're sick to death of defenders nibbling at your ankles. In a rush of blood, you tap R2, unleashing a wicked two-footed tackle and crippling the opposition player. If the referee spots it you're on for an early shower, but if he doesn't...

A FUNNIER OLD GAME

Fancy a playground kickabout? Then head straight to the Jumpers For Goalposts mode. It's possible to unlock additional comedy extras by winning the game's many tournaments. One bonus stadium is a non-league ground from the North of England, with a cotton mill hidden in the background. Tournaments are unlocked sequentially, so you could, for example, steer Manchester City from the First Division to the Premiership, before graduating to the Champions League.

ASPHALT JUNGLE: Your crowd for the playground competitions are made up of enthusiastic school children.

GETAWAY FROM IT BALL: This Leicester Square location's come straight from Team Soho's *Getaway* team.

INSIGHT

The game's stadia were designed by leading architectural company HOK & Lobb, whose previous work includes Cardiff's Millennium Stadium, Bolton's Reebok Stadium and the incredible Olympic venue from last year's Sydney games.

FRANK SIDEBOTTOM'S CHOICE

1 **ISS**
Still PS2's premier footy game - but only just.

2 **THIS IS FOOTBALL 2002**
It's rich in atmosphere and an instantly playable arcade football game, but with a shallow learning curve.

3 **FIFA 2001**
It's got the looks, but the gameplay's simple beyond belief - can *FIFA 2002* make the necessary improvements?

PSM2 VERDICT

GAMEPLAY
+ Instantly beguiling with tight passing dynamics.
- Limited headers, limited learning curve.

GRAPHICS
+ Great stadia, player models and animation.
- Odd ball movement and weird running motion.

SOUND
+ Bold chants, cheers and spot effects.
- Typically repetitive commentary.

LIFESPAN
+ Lots of tournaments to tackle.
- Patience dependent, possibly too easy.

OVERALL
Deceptive playability and with some excellent detailing, but the occasional flaw and the short learning curve limit the long-term appeal.

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CONTENDER

INFO

- **CODE TESTED** PAL
- **DEVELOPER** Core Design
- **PUBLISHER** Eidos
- **GAME TYPE** Action Shooter
- **PRICE** £39.99
- **ESSENTIALS** 1 Player, Memory Card, DualShock 2

PlayStation 2

DETAILS

- Four environments: Middle East, Africa, Alaska and Eastern Europe.
- 20 missions to complete.
- Three difficulty settings to improve replay value.
- 12 different types of armament to strap on your fuselage and fry the 'enemy' with.

OUT UK SEPTEMBER 28

THUNDERHAWK: OPERATION PHOENIX

Engage whisper mode, pass the aviator shades and fire up the rotors – it's time to find out whether Core can truly master PS2's deadly skies...

REVIEWER: Jonathan Bryant

The old *Thunderhawk*'s been kicking around a fair few years now. Revolutionary on Mega CD back in 1993, impressive on PSone, and now filling the air with missile trails and depleted Uranium on PS2. But does it carry enough quality to punch its weight in a world that's rapidly filling with combative titles?

Well, Core can take heart in the fact that they're the first out of the gate. There really is nothing out there like this at the moment – unless you count the lamentable *Blade's Revenge* or the rescue-based *City Crisis*. There's certainly enough clear space for them to show their heels to the likes of *Dropship*, *Ace Combat 4* and *Top Gun*.

The first thing that strikes you, unsurprisingly, is enemy fire. Loads of it. The AI's been overhauled since the preview build and now every blip on the radar wants a piece of you. Deal with the first wave and you're still left with the sickening beep of your early warning system. This is Tungsten hard, and within minutes you'll be falling helplessly to your death.

As well as the kill-frenzied opposition, there's also a taxing control system to contend with that'll have you peering at the manual every five minutes. You'll get used to it eventually, but it's a case of instant alienation until you do.

LOAD BEARING

And there's another bugbear lying in wait for the unwary. Load times. They're a curse in even the most optimised game, but here they're just plain infuriating. Die and you've got to wade through four separate loads just to get back to where you were. What ever happened to the Restart Level option? And why are we investing so much time dealing with these obvious flaws?

Well, the answer's simple. You'll stick with the repeated swan songs – even the multiple irradiated deaths of the stolen nuke mission – because this game *makes* you want to play it.

The mission structure is so varied that you never feel that you're called upon to do the same thing twice. Objectives update, targets change and, although all you're really doing is blowing stuff up, it never becomes repetitive or tedious.

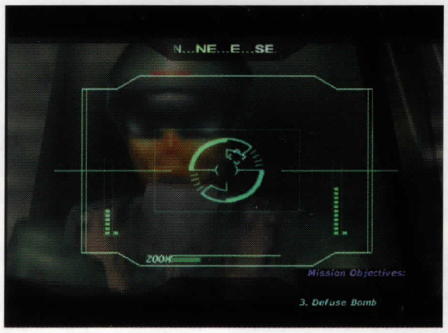
MASSACRE APPEAL

A major factor in this lasting appeal is the in-game animations. Sure, the levels themselves are a bit static, but the secret lives of the vehicles that live there are a pleasure to watch. In one Alaskan mission you're called upon to clear a runway for a troop landing – a task you can easily achieve. But hang about once the work's done and you're treated to the sight of two Chinooks sweeping over a mountain and unloading Hum-Vs.

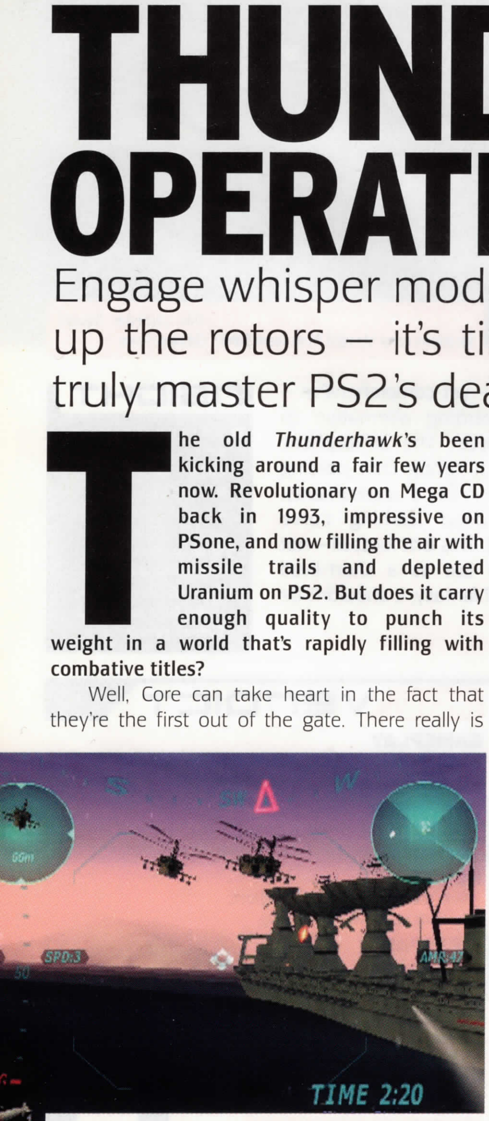
Thunderhawk will woo anyone with a hard-on for military shoot-em-ups, though, in the end, it's still not a *great* game. But in a world devoid of competitors, it's in a class of its own. **PSM2**

Chopper load of this at the end of September.

STORMIN' NORMAL: The Firestorm missile is the one thing you'd don't want to be without in the field. Fire and forget, oh yes.



ZOOM BAR: Crank the sniper mode to its max and you can look the enemy in the eye before turning his vehicle into smoking scrap.



COLD RECEPTION: The Alaskan levels are the best graphically, with tons of stuff kicking off at once. Makes for a crowded sky.

INSIGHT

- **If you fancy immersing yourself in the world of rotors and sweeping chainguns, you could do worse than try *www.rotorhead.org/military/military.asp*. There's a simulator in there somewhere.**

STRINGFELLOW'S CHOICE

1. **THUNDERHAWK** Out on its own for the time being and looking mighty fine at the head of the pack.
2. **SOVIET STRIKE** The best of the *Strike* series to appear on PSone, and still worth a look if you can get hold of a copy.
3. **ARMY MEN AIR ATTACK: BLADE'S REVENGE** If this were an animal it'd be a dog on Animal Hospital that doesn't make it to the credits.

PSM2 VERDICT

GAMEPLAY
+ Get the feel of your AH-74 and you'll be grinning.
- The finger-warping controls take some getting used to.

GRAPHICS
+ The vehicle animations and telescopic features are stunning.
- Too many rain-soaked and night-time levels.

SOUND
+ Missile impacts make you wince with their severity.
- Cawk-rawk music will leave you dreaming of Motley Crüe.

LIFESPAN
+ Check all the animations and you'll easily clock up 16-20 hours.
- Three difficulty settings don't really add up to great replay value.

OVERALL
Difficult to get to grips with but, once mastered, an explosive charge into occupied territory. Definitely lives up to its impressive legacy.

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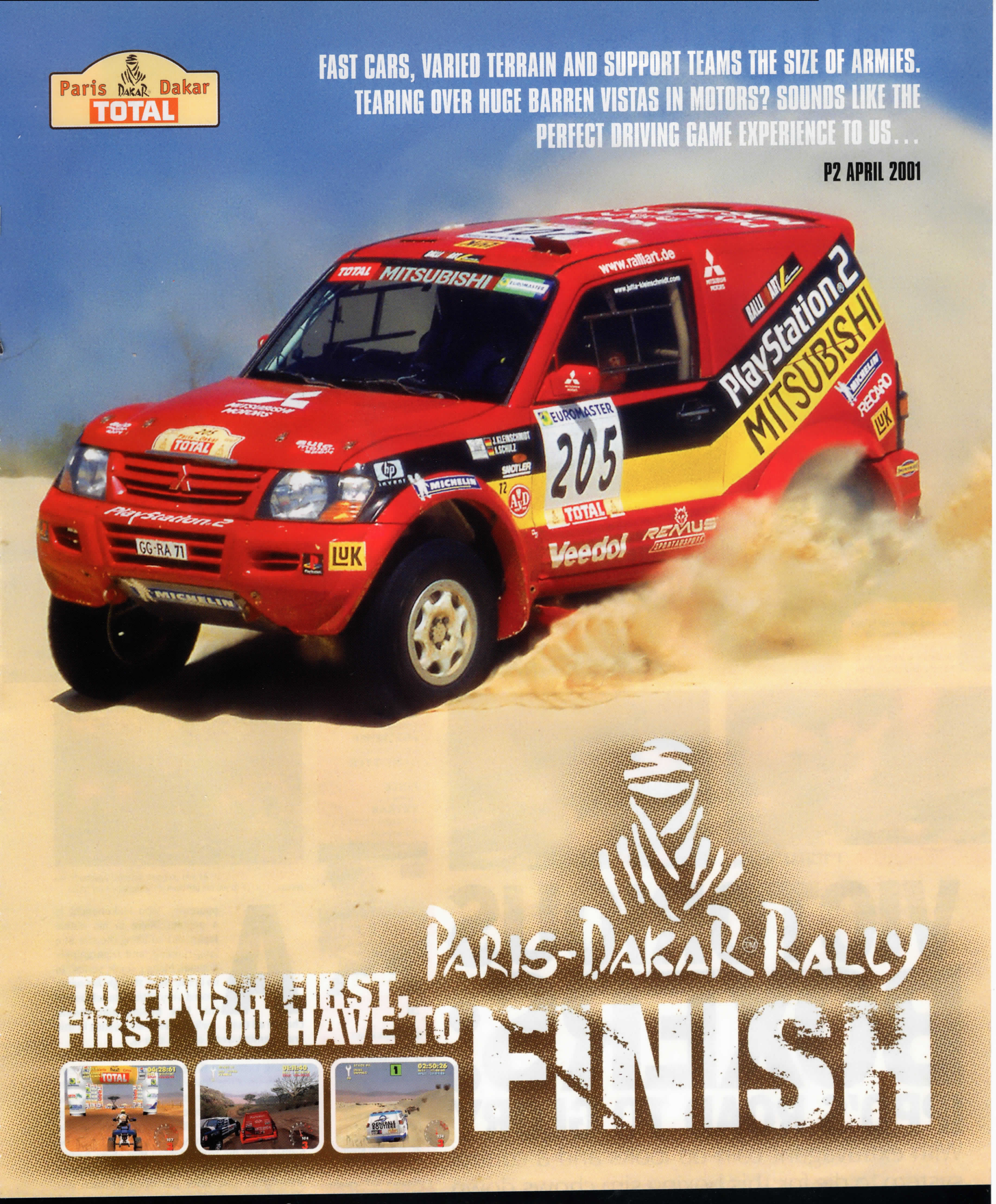
ATMOSPHERIC


Paris Dakar Dakar
TOTAL
FAST CARS, VARIED TERRAIN AND SUPPORT TEAMS THE SIZE OF ARMIES. TEARING OVER HUGE BARREN VISTAS IN MOTORS? SOUNDS LIKE THE PERFECT DRIVING GAME EXPERIENCE TO US...
P2 APRIL 2001
PARIS-DAKAR RALLY
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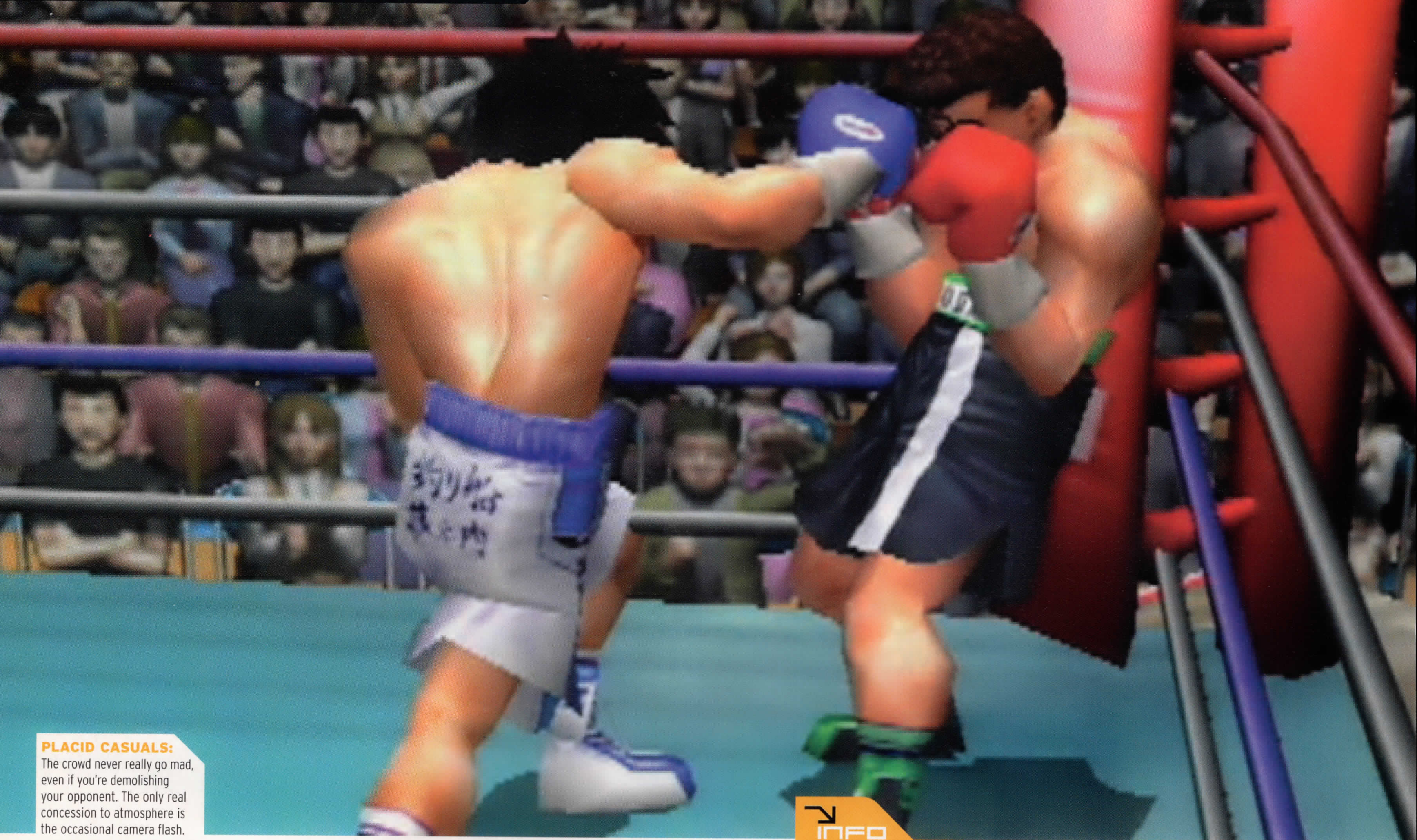
PC CD

PlayStation 2



PLACID CASUALS: The crowd never really go mad, even if you're demolishing your opponent. The only real concession to atmosphere is the occasional camera flash.

OUT UK now

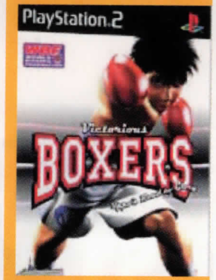
VICTORIOUS BOXERS: IPPO'S ROAD TO GLORY

With extravagant coin-op looks and a control system to die for, this boxing sim chows down on ears like a seasoned pro.

REVIEWER: Richard Owen

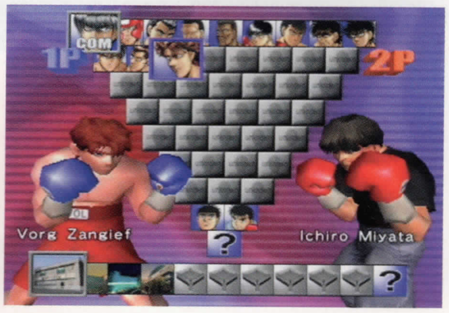
INFO

- **CODE TESTED**
  PAL
- **DEVELOPER**
  Kodansha/ESP
- **PUBLISHER**
  Empire Interactive
- **GAME TYPE**
  Sports
- **PRICE**
  £39.99
- **EXTRAS**
  1-2 players, DualShock 2, Memory Card



DETAILS

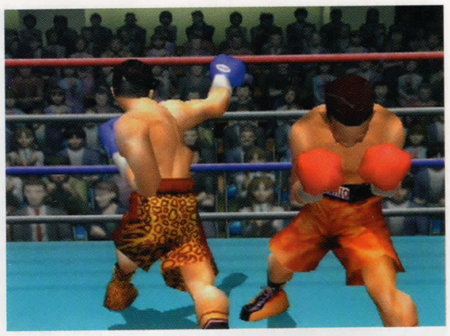
- Comicbook-styled boxers.
- A solid, realistic boxing engine.
- Over 40 boxers with individual fighting techniques to unlock.
- Story mode for each fighter in the game.
- Fights are punctuated by cut-scenes which introduce new skills and training.
- Analogue stick-sensitive 3D movement.



MANGLE COMICS: As you progress, defeated opponents will become unlocked so you can use them in the two-player fist fests.

Apparently, Ippo Makunouchi is a popular bloke in his native Japan, due to being the star of a long-running, and frighteningly popular, Manga comic series. To us in the West, though, his name means very little. The release of this fine boxing sim should change all that... well, if there's any justice in this cruel gaming world of ours that is.

On first inspection you'd be forgiven for thinking *Victorious Boxers* is a rock-em, sock-em, box-em-up of the *Ready 2 Rumble* school. With its arcade-style presentation and cartoon-like appearance you'd expect to find a wealth of whacked out bruisers within, complete with insane special moves. Fortunately, nothing could be further from the truth. Behind that shiny, happy, arcade exterior, lurks the dark heart of a grizzled prize-fighter. One who's just dying to teach you about the rigours of boxing in his own special way. So come on, it's time to tape up those hands, lace up your gloves and step inside the ring. Prepare



NO GLOVE BETWEEN US: The 3D fighting system isn't perfect. You'll find that your lock-on punch won't always connect.

yourself, though, because this is really, *really* going to feel like it hurts.

Visuals aside, *Victorious Boxers* is by far the most realistic boxing game to date. Gone are the familiar displays of health bars and game clocks. Here, as in the real thing, you've got to box 'til the bell. If you're in control, the round can seem to be over in an instant. If you're on the wrong end of a hammering, however, it can feel like the punishment will never end. The only way you can tell how your boxer is doing is by your own assessment, the damage visible on his face or by the advice from your cornerman. Such things may sound trivial, but this lack of visual crutches means you end up boxing by the skin of your teeth, as you never quite know *exactly* how things are going until it's all over.

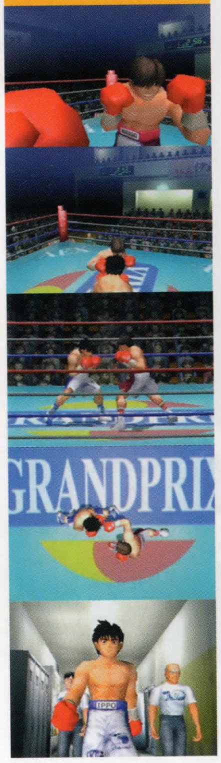
The control method is more realistic than anything we've seen before. Here the Analogue stick is used to great effect – push it just slightly and your fighter will bend at the waist in that direction. The further you push it, the more he'll lean. Until finally, when it's pushed all the way, he'll shuffle off in that direction. Punch-wise the game lets you slip in jabs, crosses, hooks, uppercuts and, yes, special moves (but definitely not those of the flaming variety).

INSIGHT

The first Japanese boxing gym was established in 1921 in Tokyo by Yujiro Watanabe. It was in 1952 that Yoshio Shirai won the flyweight crown, becoming the first Japanese World Champion. Since then, Japan has produced 40 World Champions.

IMPACT POINT

Pugilists can watch the action from 18 different camera angles. Including one which's situated in your man's pants. Hmm...



"IF YOU'RE IN CONTROL, THE ROUND CAN SEEM OVER IN AN INSTANT. ON THE WRONG END OF A HAMMERING, IT FEELS LIKE IT'LL NEVER END"

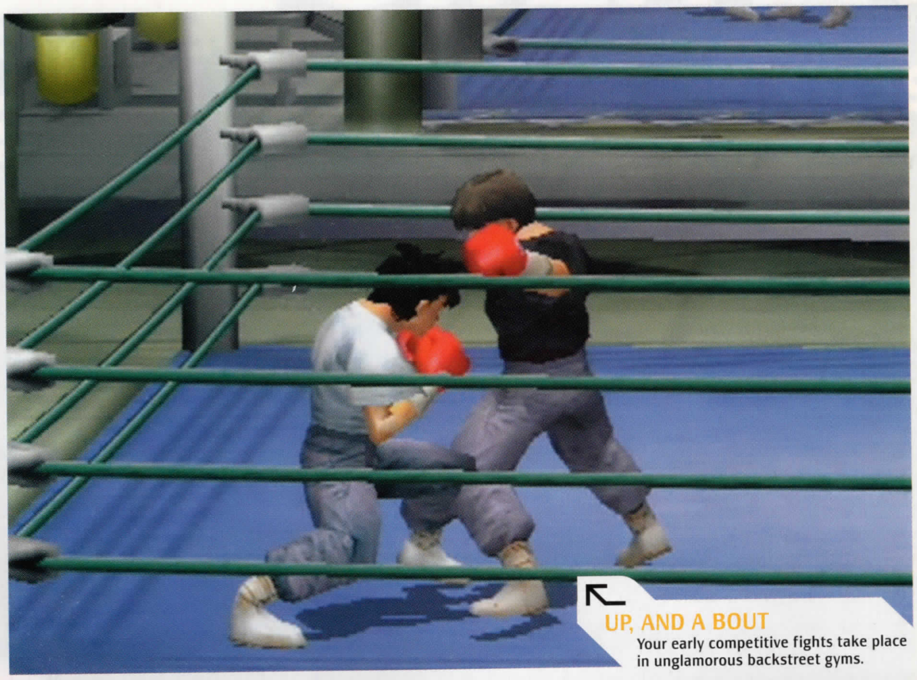
This delicate system takes time to get used to and you'll definitely take a battering or two as you sharpen up your skills. It's not long, though, until things start to click and soon you're feinting, counter-punching and pulling off combinations with the slickness of a veteran southpaw. There *is* a slight problem with this system, though, as your fighter doesn't always align himself fast enough against your opponent. This mildly frustrating glitch often leaves him vulnerable for a second or two and open to an all-out attack.

AT 'EM AND WEAVE

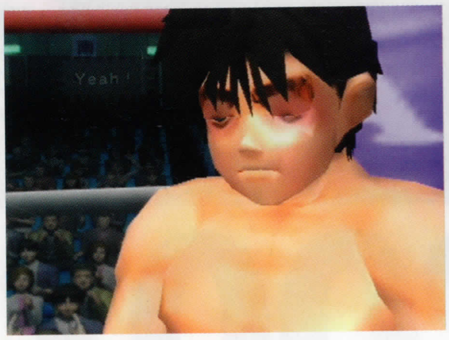
Other nit-picking can be applied to the game's seemingly unfinished Story mode. Here as you'd expect, players take Ippo – and other boxers as you unlock them – from humble amateur beginnings through to becoming Japan's number one. Apart from your new opponent, each boxing episode is virtually identical to the last. The wrongs committed by such shabby storytelling are more than atoned for by the high calibre of the boxers you face in the ring. Initially you'll wade straight through the first four or so, but then suddenly the stakes are well and truly raised. Each successive boxer isn't necessarily more difficult than the last, but comes with his own unique fighting style and abilities. As a result, to overcome each one in turn, you'll need to adapt your own fighting style accordingly and pull out everything you've got if victory is to be yours.

While *Victorious Boxers* is one of the finest boxing games on any platform, there're still a couple of niggles. But the pure form of boxing found at its core more than makes amends for these petty imperfections. Those looking for a quick dose of knockabout fun should look elsewhere – this is a fighter's fighting game that delivers a sophisticated whack. **PSM2**

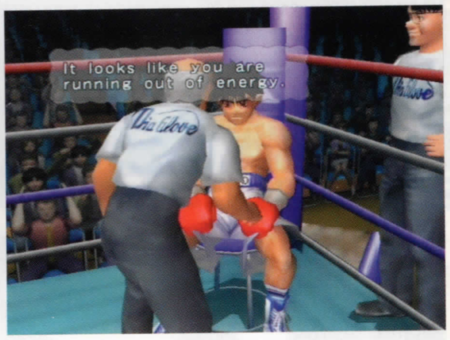
Get punchy with Victorious Boxers now.



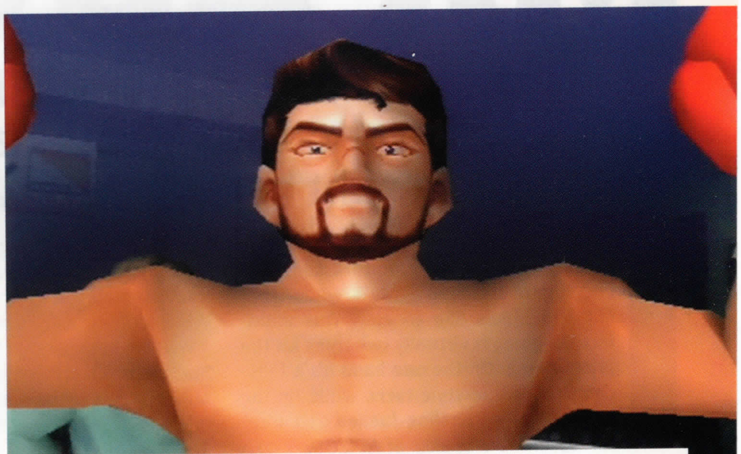
UP, AND A BOUT
Your early competitive fights take place in unglamorous backstreet gyms.



BRUISE LIFE IS IT ANYWAY? Ippo's progress during a bout is illustrated by the damage to his face. There're no meters here.



ADVICE SQUAD: Your corner will react to your success during a round, but the gems of wisdom quickly become repetitive, though.



DURAN, DURAN: Despite the Manga-style of the characters, you can recognise the influence of the odd boxing superstar now and again.

SUGAR RAY'S CHOICE

1. **VICTORIOUS BOXERS**
The undisputed heavyweight champ of an increasingly contested genre.
2. **READY 2 RUMBLE: ROUND 2**
Madder than Don King's hair... and then some.
3. **KNOCKOUT KINGS 2001**
Fantastic character modelling let down by some unwelcome glitches that do nothing for its sim mentality.

PSM2 VERDICT

GAMEPLAY
+ A great control system makes for some incredibly realistic action.
- A flaw in aligning your fighter can get pretty annoying.

GRAPHICS
+ Some fantastic, hiccup-free animation in the ring.
- Not exactly the most polished looking game we've seen.

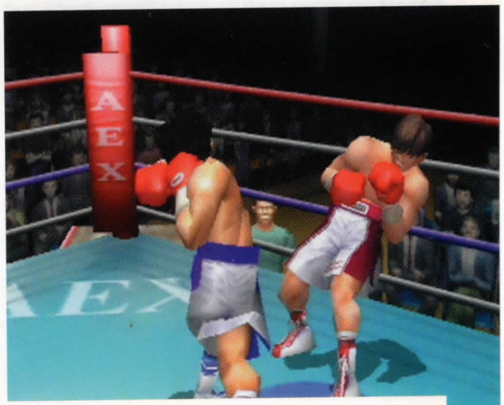
SOUND
+ Satisfying meaty thwacks when you connect a punch.
- The sound of silence is heard all too often.

LIFESPAN
+ The more you play two-player, the more rewarding it becomes.
- Story mode is weak and serves only to unlock all the boxers.

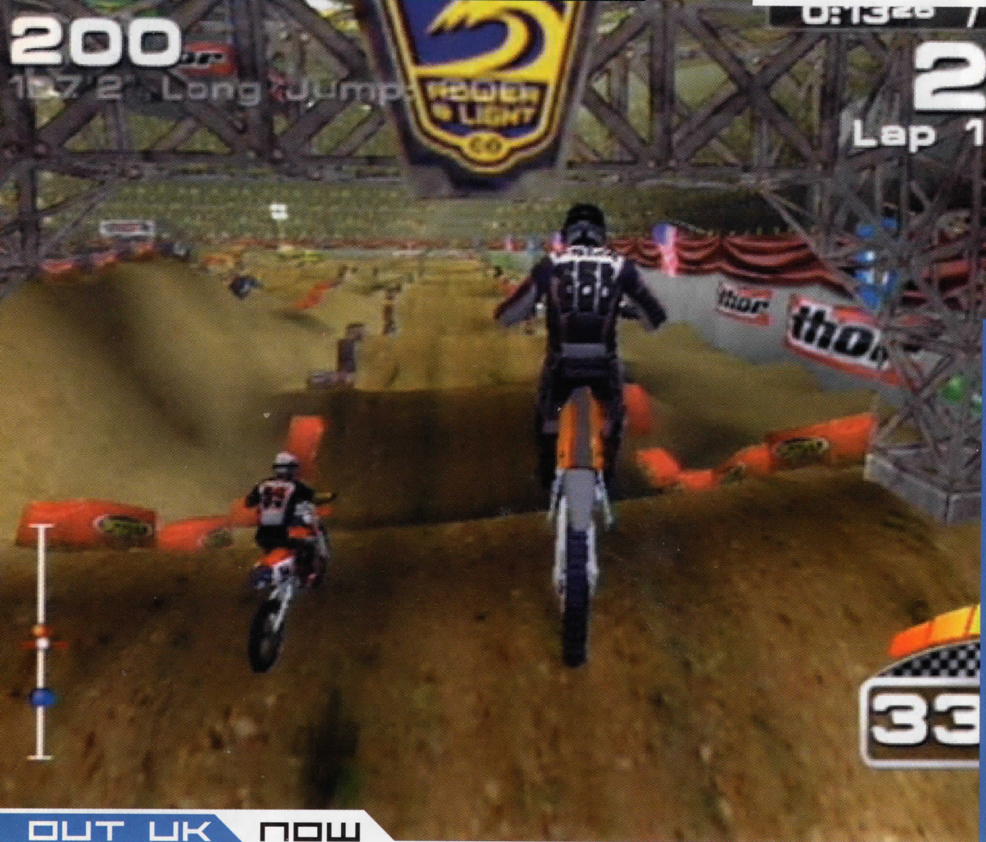
OVERALL
This realistic boxer falls just short of greatness, held back by a couple of annoying flaws. But this is still a hard-hitting challenge.

80

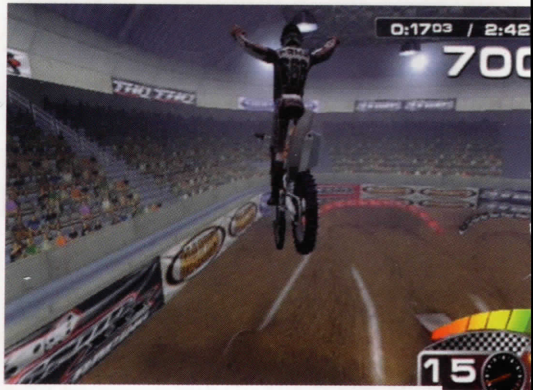
HEAVYWEIGHT



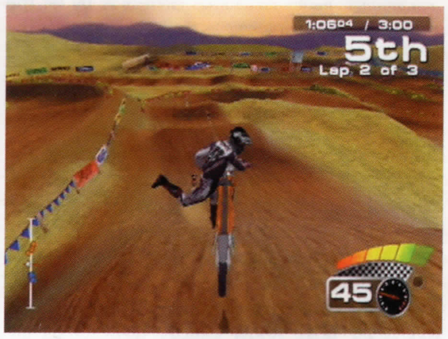
TRY TOP WEAVES: The Analogue control enables you to use a sophisticated level of evasive manoeuvring to avoid punches.



SPRING HAS SPRUNG: Pre-loading your bike is an essential skill to master early on. It's the only way to get decent air.



PLEASE RELEASE ME: Tricks are strictly limited to letting go of the handlebars and spinning your bike around in the air.



TRICKY BLIGHTER: Stunts don't give you any advantage in race standings but they'll always impress any onlookers.

OUT UK NOW

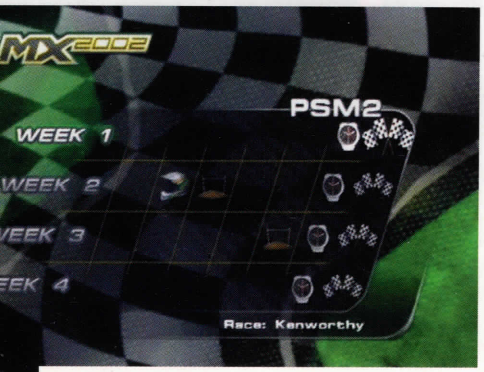
MX 2002

FEATURING RICKY CARMICHAEL

Motorcross' very own Tony Hawk finally comes of age right here on PS2. **REVIEWER:** Richard Owen

Imagine Tony Hawk and Colin McRae razzing around on motorbikes and cuddling in the mud – that's kinda what *MX 2002* feels like to play. This multi-faceted game is virtually two titles for the price of one. On the one hand it's a fairly complex arcade-style racer, while on the the other it's an adrenaline-fuelled trickster.

As far as the racing side of *MX2002*'s coin goes, this is essentially arcade stuff, but given some added weight with the addition of a few simulation-esque controls. Enter Career mode and all but the clumsiest of gamers will breeze straight through the opening season merely using the throttle and brake alone. But go up a division and you'll soon discover that these basic skills aren't anywhere near enough to cut the racing mustard. Success relies on learning advanced techniques, but, fortunately, the game takes pity on you and offers master classes on each different aspect of bike control. Under its tutelage you'll learn the nuances of clutch control, power sliding, spring loading and of course pulling off gurt, big, filthy stunts. This is one game where it really does pay to slog through the practice mode in an attempt to improve your riding before heading off to the first competitive race.



RACE FACE: When unlocking a regular race you can usually get your hands on Time Trial and Stunt modes.

JUMPS SUIT

While the impressive trickery may do little to affect your racing performance – except to ruin things by landing you face-first into the mire – they're graded and converted into points. At the end of each race – in addition to the all-important race results – your standing in stunt terms is also displayed. Eventually you'll be invited to compete in bonus competitions, such as the Bus Jump, San Diego Freestyle and oddly named Shaffer Arena. While the main part of progression through *MX 2002* revolves firmly around your race standings, unlocking these stunt arenas provide you with some enjoyable playgrounds.

Trick-wise, those expecting something comparable to the air-grabbing spectacular stunts of Hawk's, Hoffman and Mirra will find themselves sadly disappointed, because in *MX 2002* there're only 28 or so at your disposal. Combos can be achieved by spinning the bike 360°, rotating it forwards or backwards, or by linking standard moves together. The best aspect of this trick system is that once mastered it can be used in both straight racing competitions and freestyle events alike.

MERCURIAL REVS

While *MX 2002* is undoubtedly a solid game, what appears at first to be a competent blend of arcade racer and radical sports sim turns out to be more of a straight racer with a daredevil twist. It undoubtedly achieves what its PSone predecessor, *Championship Motorcross*, failed to do, but the fierce competition from the likes of *SSX* means it slips straight into the 'not bad at all' category. Will the more 'realistic' *MX Rider* fare any better? Find out next issue... **PSM2**

Pack some soap – MX 2002 is spraying up the mud round your way now.

INFO

- **CODE TESTED**
  PAL
- **DEVELOPER**
  Pacific Coast Power and Light
- **PUBLISHER**
  THQ
- **GAME TYPE**
  Sports
- **PRICE**
  £39.99
- **ESSENTIALS**
  1-2 Players, Memory Card, DualShock 2

PlayStation.2
MX2002
Ricky Carmichael
THQ

DETAILS

- 28 real riders from the 125cc, 250cc and freestyle ranks.
- 25 Motocross, Supercross, amateur and freestyle tracks.
- Create-A-Rider feature.
- Six different multi-player modes including Stunt Showdown and Target Jumping.

INSIGHT

- In case you were wondering 'Who hell he?', Ricky Carmichael's basically the Michael Schumacher of the 250cc Motorcross world. It's said he 'genuinely appreciates his fans'.

MUDSKIPPER'S CHOICE

1 **SSX**
If you haven't played this yet, what the flip are you waiting for? Racing and tricks at its finest.

2 **MX 2002**
A solid blend of arcade and simulation.

3 **ATV OFFROAD FURY**
Bound to please purists, but it suffers from some bewildering compromise that renders it neither arcade or sim.

PSM2 VERDICT

GAMEPLAY
+ Complex enough to keep you plugging away.
- For an arcade racer there's a lot to get to grips with.

GRAPHICS
+ Sharp, quick and virtually slowdown free.
- You'll soon get bored with mud, mud and mud.

SOUND
+ Realistic engine whining and decent blend of tunes.
- Gets repetitive quickly as there're only seven songs to listen to.

LIFESPAN
+ Two games for the price of one, plus a solid multi-player.
- Casual gamers will find this pretty tough.

OVERALL
Deeper than it first appears, it's not quite the complete fusion of mud-splattered racer and daredevil sim that it tries to be.

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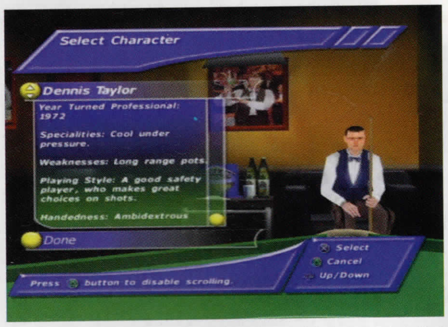
MUCKY PUP



Dennis Taylor

Year Turned Professional: 1972

Specialities: Cool under pressure.

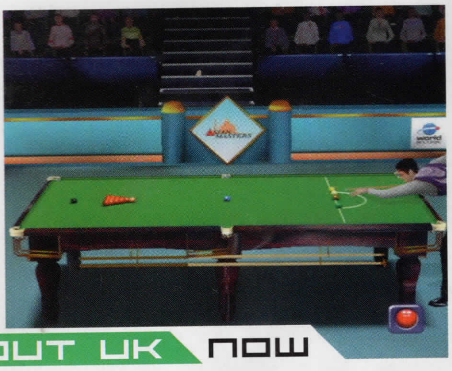
Weaknesses: Long range pots.

Playing Style: A good safety player, who makes great choices on shots.

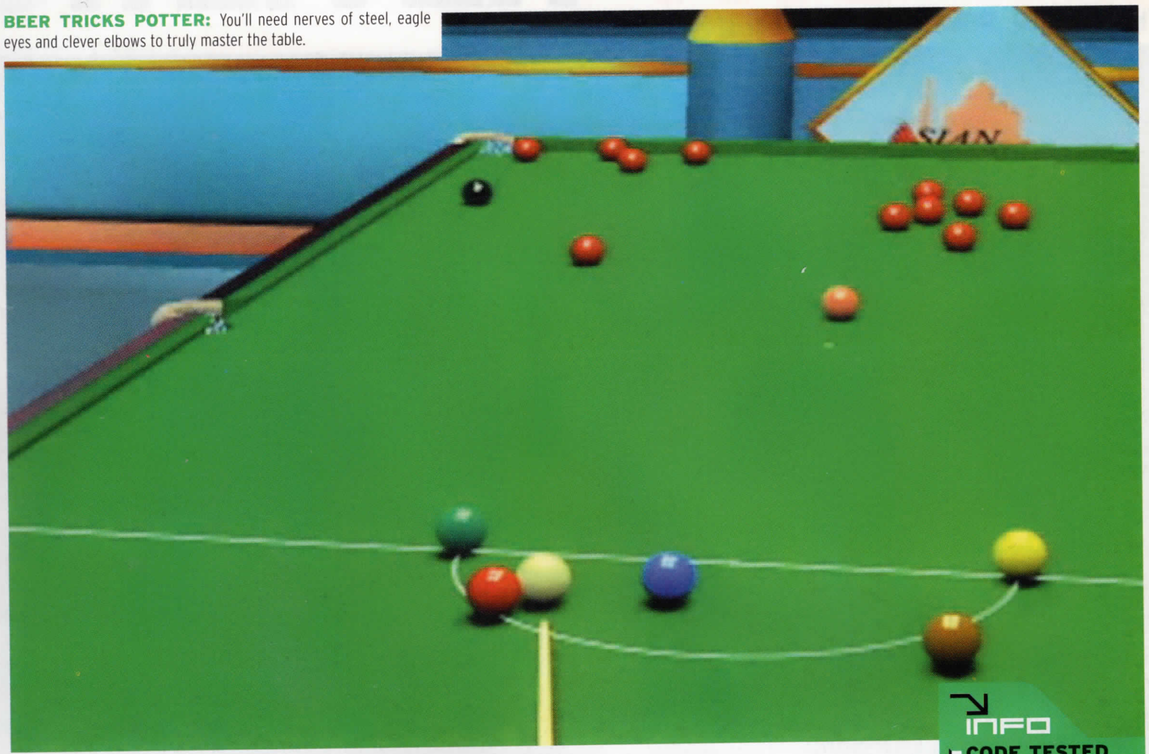
Handedness: Ambidextrous

Press button to disable scrolling.

TAYLOR MADE: Not only does he commentate but myopic potter, Dennis Taylor, is one of the 26 playable snooker players.



BEER TRICKS POTTER: You'll need nerves of steel, eagle eyes and clever elbows to truly master the table.



OUT UK NOW

WORLD CHAMPIONSHIP SNOOKER 2002

Are gentle coughs at the Crucible and the emerald tones of Dennis Taylor enough to make PS2 snooker sexy? Well, about as sexy as snooker's ever likely to get… **REVIEWER:** Marcus Hawkins

Snooker is never going to be truly exciting. A sport where the most you hear from the crowd is Bob Fleming-style throat clearance doesn't make for a soul-stirring virtua experience. Nevertheless they're always enjoyable to play, in a dressing gown and slippers kind of way.

Unfortunately, many of the cue and ball sims suffer from the same problem: miss just the one shot and you're out of the game. The CPU, with its huge brain, knows it's just a case of simple physics and clears up before you can say "Terry Griffiths". But not so with *WCS*. Each of your opponents are virtua replicas of real-life snooker players and've inherited their feeble human weaknesses – they crack under pressure, don't fancy the middle pocket much and don't suit waistcoats. In other words they mess up, which means you're always in with a chance. This isn't to say they won't punish you if you're sloppy. Leave them an open pack of reds and it's goodnight Vienna, but putting your opponent under pressure with clever safeties and tactical play pays dividends.

> **"TAKE THE ASSISTANCE OFF AND THINGS BECOME DECIDEDLY TRICKIER – YOU SCREW COMPLETE SITTERS AND MISS ALL THE REDS ON THE BREAK"**

What allows you to play with such sophistication is the 'aiming assist' which indicates your shot path with brightly coloured arrows. It's all a bit like that episode of Quantum Leap when Sam becomes a pool player. With this you can pot like a professional, allowing you to concentrate on break building, positional shots and sipping your Highland Spring.

Take the assistance off and things become decidedly trickier – you screw complete sitters and miss all the reds on the break. You're so bad you'll feel just like you're playing snooker in real-life. Consequently, if you want to be a contender you have to practice… lots, which isn't such a chore. Once you've got to grips with the fact that there's not much on-screen help the controls quickly become instinctive.

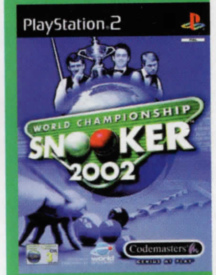
There's no denying that the meat of the game is excellent. Where the project starts to falter is the frilly extras. The game boasts that it has real player likenesses. It doesn't. It gets the colour of the hair occasionally right but Madam Tussaud's at the Crucible this is not. And in an attempt at variety it has three Fun Games which all involve potting against the clock. So for 'Fun' read 'Timed'. Overall though, Codemasters' latest is a proficient and diverting pocket-rattler. **PSM2**

Rack WCS 2002 up, it's out now.

INFO

- **CODE TESTED**
  PAL
- **DEVELOPER**
  Blade Interactive
- **PUBLISHER**
  Codemasters
- **GAME TYPE**
  Sports Sim
- **PRICE**
  £39.99

ESSENTIALS
1-2 Players, DualShock 2, Memory Card



DETAILS

- 26 players to select.
- Nine different arenas.
- 18 events to win.
- Three 'Fun' Games to have 'fun' with.
- Create-A-Player feature.
- Coaching mode.

JOHN PARROT'S CHOICE

1 **WORLD CHAMPIONSHIP SNOOKER 2002**
Wonderfully worked sim with an excellent core but slightly woolly edges.

2 **WORLD CHAMPIONSHIP SNOOKER**
The original Codemaster offering still rules PSone.

3 **POOL MASTER**
Intuitive controls, but lacks any substantial depth to make it a winner.

PSM2 VERDICT

GAMEPLAY
+ Cunningly crafted to challenge all skill levels.
- Using spin effectively is too haphazard.

GRAPHICS
+ Great TV camera angles and lifelike textures.
- The player likenesses really stink.

SOUND
+ Dennis Taylor's commentary is accurate and informative.
- The 'racy' music for the time challenges gets annoying.

LIFESPAN
+ Beating Stephen Hendry with a cue never gets dull.
- It's a snooker game. No real variety there, then.

OVERALL
Beautifully crafted snooker sim which has atmosphere and realism. It ain't sexy and cool… but then neither's snooker.

PRECISE

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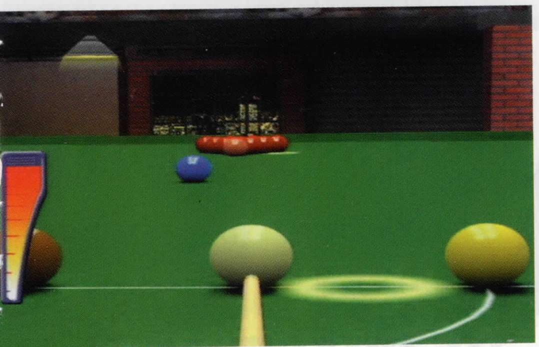
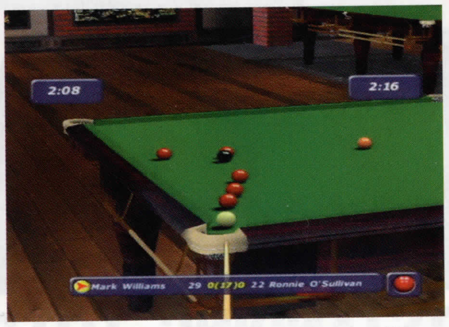
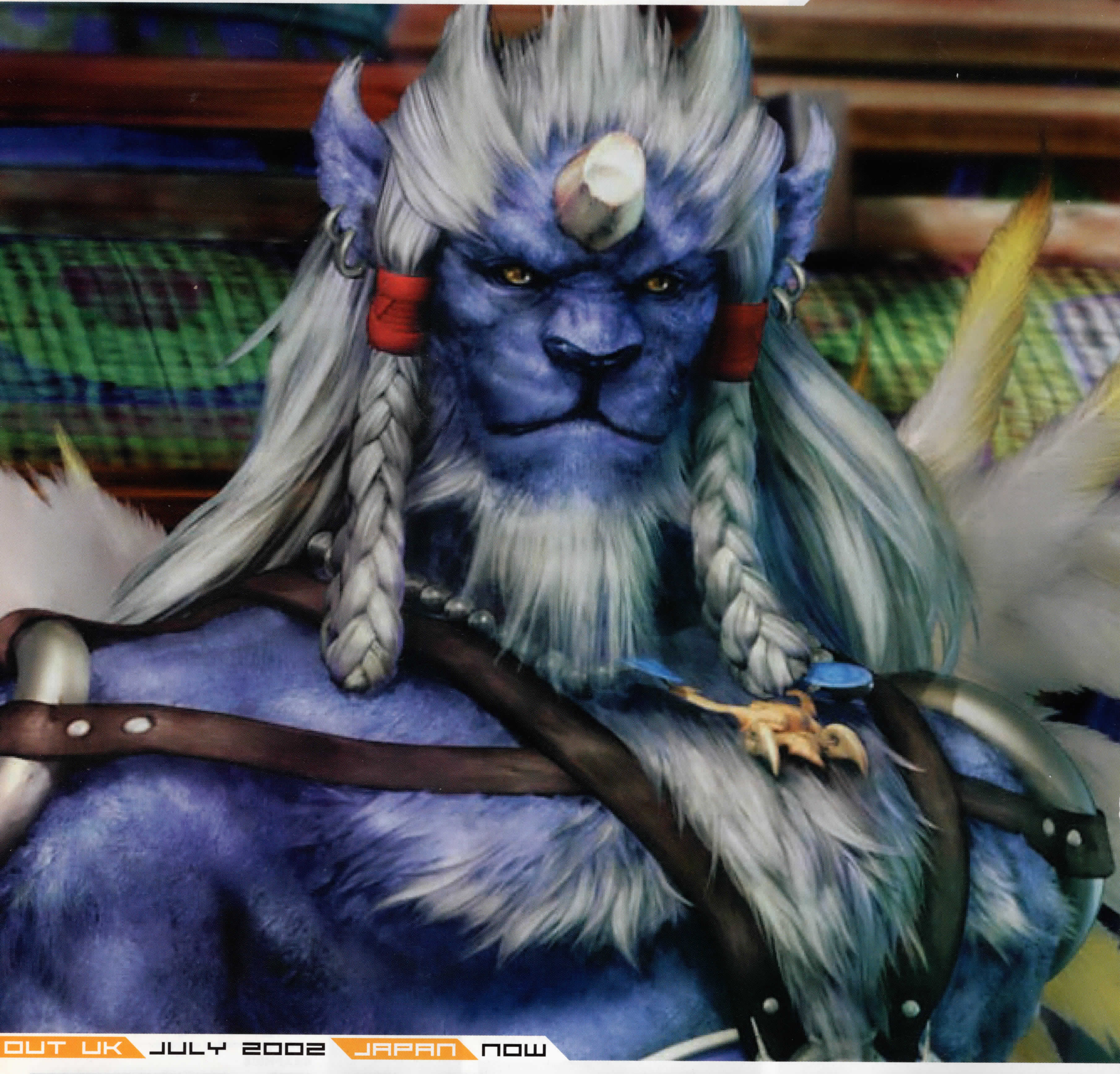


THEM'S THE BREAKS: Progressing to assist-free play means hours of getting used to the physics of the game engine.



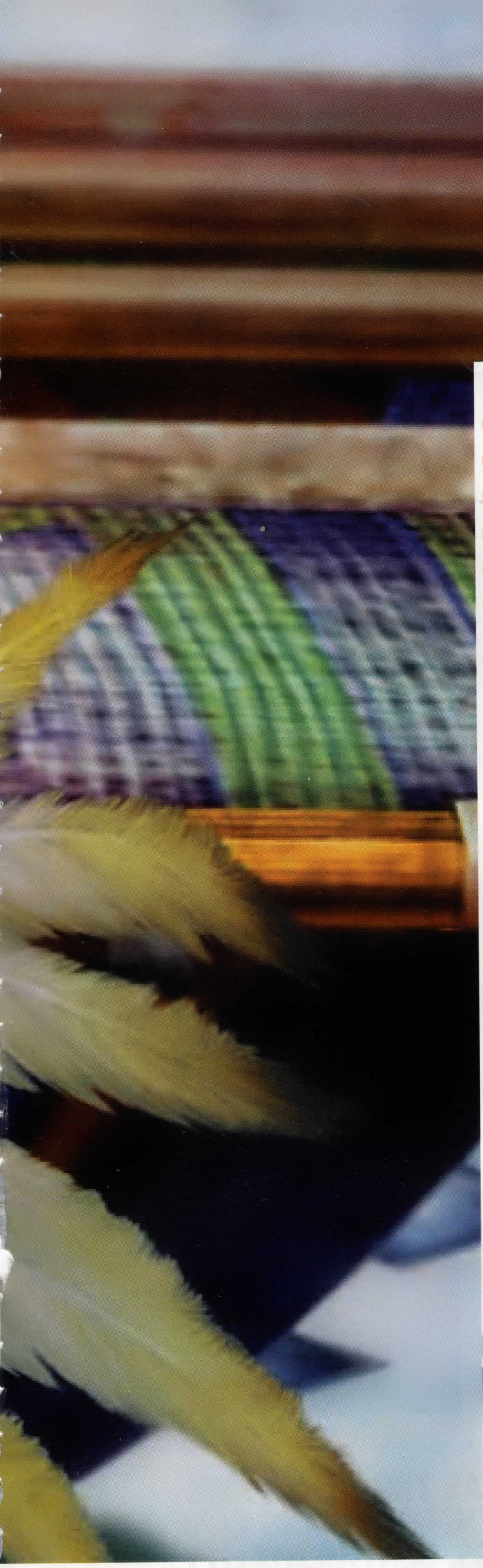
TIME, GENTLEMEN: Take on a CPU or human opponent in a race against the clock in one of the sub-games. Not that great, though.



OUT UK JULY 2002 JAPAN NOW

FINAL FANTA

"THE MOST VISUALLY OUTSTANDING TITLE TO GRACE ANY



SY 10

GAMES CONSOLE... EVER"

It's sold over two million copies in Japan to date and continues to shift over 200,000 a week. We've been left breathless by the stunning visuals, but will it sit comfortably with the classic *Final Fantasy 7* or turn out to be a rude kick in the Moogles?

REVIEWER: Jonathan Bryant

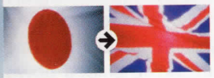
INFO

- **CODE TESTED**
  NTSC (Japan)
- **DEVELOPER**
  Square
- **PUBLISHER**
  Squaresoft
- **GAME TYPE**
  RPG
- **PRICE**
  ¥8,800
- **EXTRAS**
  1 Player, DualShock 2, Memory Card

PlayStation.2
FINAL FANTASY X
SQUARESOFT

DETAILS

- Eight playable characters.
- A unique Sphere Board attribute progression system that sees your stats rise in relation to the number of ability spheres gained through combat.
- Blitzball mini-game.
- Al Bhed mini-quest that enables you to talk to a section of the world's population in order to gain special items.
- A well balanced combination of combat, puzzle solving and adventuring.
- One of the most involving plotlines to ever appear in an RPG.



We've Anglicised most of the menus in this issue's Tips section on pg 110 but, if you really want to know what's happening, you'll need to find a full text translation off the Net...

Right. This is where the brown stops. Anyone coding a game with even a dribble, spot or mere speck of bland colouration after this should be fired from a suitably dangerous development cannon. Into a coding cactus patch.

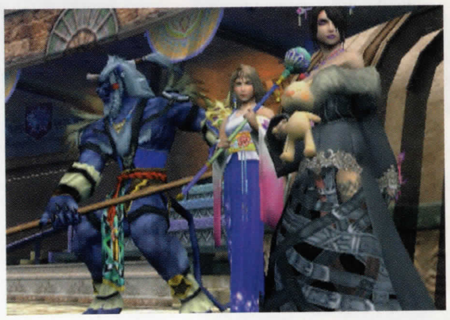
As a whole package, *Final Fantasy 10* is the most gorgeously colourful and visually outstanding title to grace any console... ever (just take a look at the DVD). It's an all-out optical festival – an eye-lancing series of multifaceted scenes which thrusts you straight into the centre of the action. It's like seeing the best animated film ever created and then being allowed to grab the strings of the central characters and make them dance to your tune. And the tune is sweet, as we're treated to full lip-sync conversations from all the central characters plus a constant trickle of environmental sound effects.

"IT'S LIKE SEEING THE BEST ANIMATED FILM EVER CREATED AND THEN BEING ALLOWED TO PULL THE STRINGS OF THE CENTRAL CHARACTERS"

THE LOAD TO FREEDOM

Despite the perfect CG and stunning sound, though, there's a definite limitation to just how much freedom you have in experiencing this incredible world.

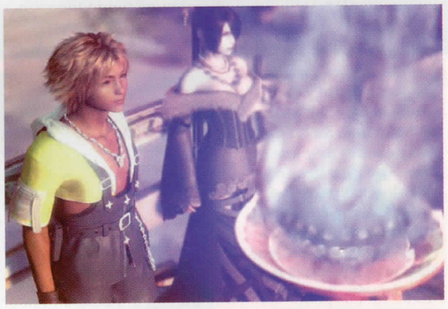
Let's face it, regardless of the two subsequent installments, *Final Fantasy 7* is still the benchmark for the series. It's the one everybody who had any sense – and a PSone – played. It's the game that grabbed your heart, wrung it dry and gave you so much action, adventure and mini-game distraction that you never really felt you'd seen it all. It's *the* RPG that *Final Fantasy 10* has to live up to and, in many ways, this latest stud in Square's stable surpasses its predecessor. And yet, in some ways, it falls short.



PICTURE THIS: Although the FMVs win hands down, the in-game cut-scenes are still impressive.

Visually, as we've already said, there's nothing that can touch this game – whether you're ogling the breathtaking FMVs or engine driven cut-scenes. It's an unsurpassed beauty let down only by the frustrating absence of a rotatable camera.

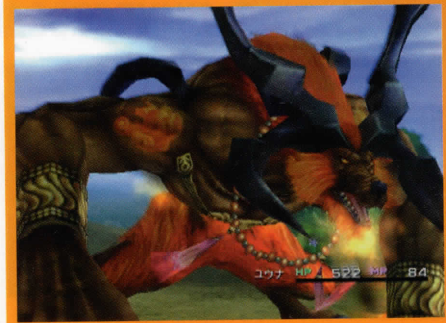
Shake you head clear of the instant 'wow' factor, however, and you'll find a few unseemly dents in our – admittedly hyped – expectations. Exploration is the biggest disappointment. The ▸



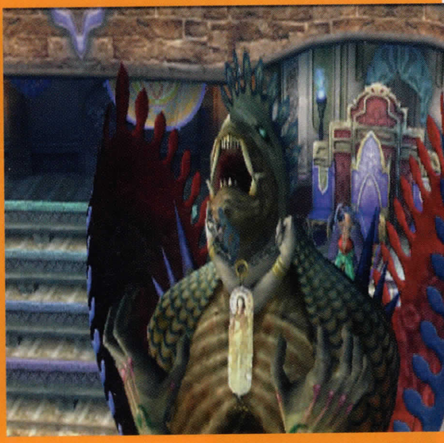
GRATEFUL DEAD: Tidus and Lulu watch on as Yuna's dance for the dead frees the souls of devastated Keelica.

SUMMON TO WATCH OVER YOU

Tidus becomes a guard to Yuna as she attempts to round up all the summonable creatures to fight against Sin. Each one of the avatars is now fully controllable during combat and they're all dead handy when you're short on time or facing something really big.



HOT DOG: Ifrit, like all the avatars, also has a selection of magical attacks that he can call upon. This boy's big on using his fiery breath.

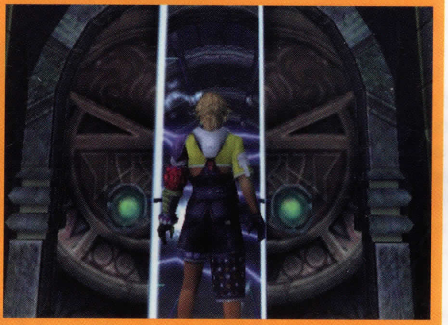


FEED ME SEYMOUR: Maika's Chief Summoner reels in a big one during an attack on the city. But is Seymour all he says he is?

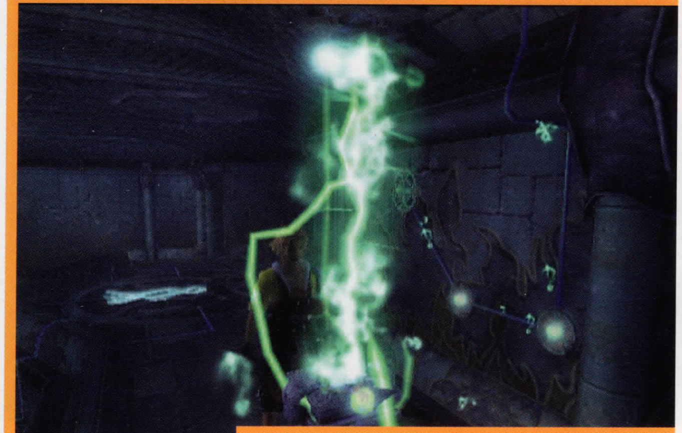
SCHTOP, SCHTOP: This wedding can't go on. Seymour marry Yuna? What about our smitten hero Tidus? Suffice to say nothing is ever what it seems in the twisted world of *Final Fantasy 10*.

FUNKY PUZZLE

In order to obtain any of the summonable creatures, you first have to find a way into the temple where they reside. Cue some mind-knotting puzzling that revolves around placing powered-spheres in the correct slots. There's also a hidden item to be discovered in each location, but getting it requires some serious trial and error.



SLIDING DOORS: Tidus bangs in a couple of Djose Spheres and the doors to the temple gradually open.



ELECTRIC 'AVING YOU: Each temple reflects the nature of its occupant. Here sparks fly for the electric steed, Ixion.

▸world just doesn't feel as expansive as we hoped and there's always a sense that Yoshinori Kitase – the game's producer – is hovering at your shoulder, whispering "go here now… pull that lever." Yeah, scenes are epic and there's the endless horizon to marvel at and yet, when it comes to running about, each level's frustratingly smaller than it initially appears. You're encouraged, at times, to ignore the guiding red arrow on the overhead map and go searching for chests in time honoured fashion, but these infrequent detours never last that long. It's like a mild sense of claustrophobia descending upon you along with a gentle realisation that you're being guided down an interesting, but ultimately linear, path. In the face of a flaw like this you need some major distraction to keep those fingers riveted to the pad. Thankfully, that's exactly what Square excel at.

GOD BOD: The High Priest Maika presides over the Blitzball competition. He's been in charge of Spira for the past 50 years.

"THE NARRATIVE STILL HAS THE INCREDIBLE POWER TO MOVE YOU WITHOUT FALLING INTO UNNECESSARY, AND CRASS, SENTIMENTALITY"

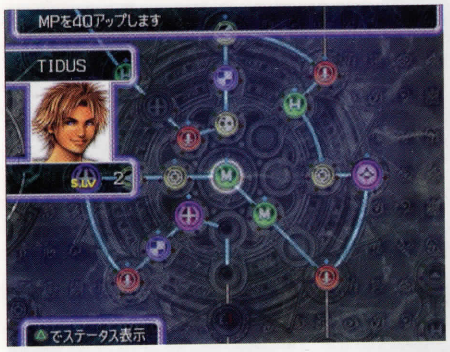
INSIGHT

The real joy of a *Final Fantasy* title is getting to the end and seeing that final FMV. And, clocking in at an incredible 12 minutes, the closing scene of episode 10 is the largest and lushest in the series so far.

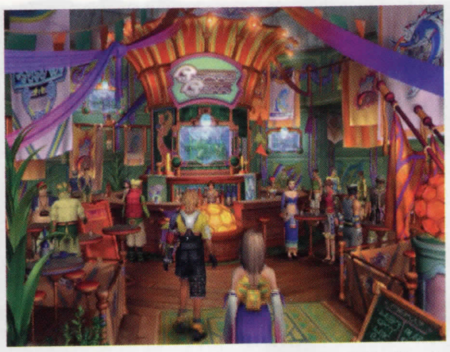
The tortured storyline of Tidus, his troubled relationship with his father and the intervention of an elemental force called Sin which has thrown him 1000 years into the future is, in a word, fantastic. The narrative still isn't afraid to mess with time, challenging the player to retain all the information from the various dream sequences and flashbacks, and it still has the incredible power to move you without falling into unnecessary, and crass, sentimentality.

SECOND THAT EMOTION

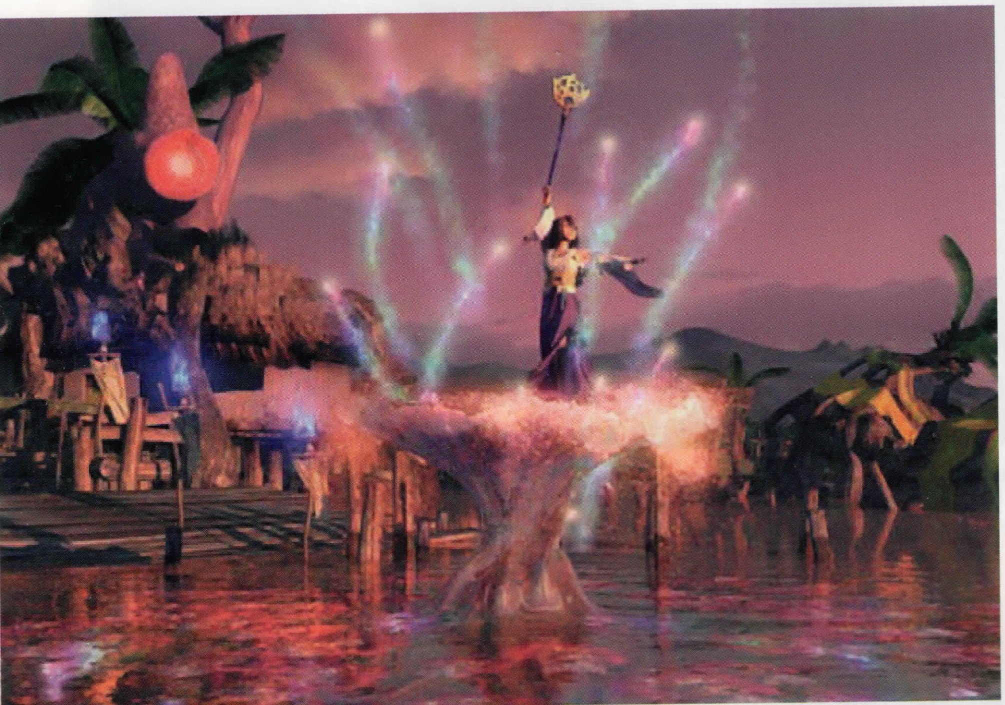
Take the scene where Yuna dances on the water to release the souls of the dead. (Go see our DVD now). The FMV action itself is exquisite and is closely followed by the novice summoner asking Lulu how she did. "A very good job, for your first



SPHERE WE GO: Character development is specific to individual strengths and weaknesses. Progress is illustrated on the Sphere Board.



COLOUR ME GLAD: The level of detail, even in this humble cafe, is absolutely outstanding. Square have really stretched the palette.



WATER WORKS: The *FF10* coders don't hold back on the cinematics and Yuna's dance is just one example of their quality.

"IT'S THE BEST COMBAT SYSTEM EVER IN A FINAL FANTASY TITLE. THE ONLY DOWNSIDE IS THE FACT THAT THE LATER BATTLES ARE STILL INCREDIBLY HARD"

time," says the busty magic user. "Surely they'll all go to the afterlife, but… next time try not to cry." Not a dry eye in the house. So, more than enough reason to keep plugging away at those, ever present, random battles. But even here in the realm of lethal menu management, there've been some impressive changes…

SUMMON LOVIN'

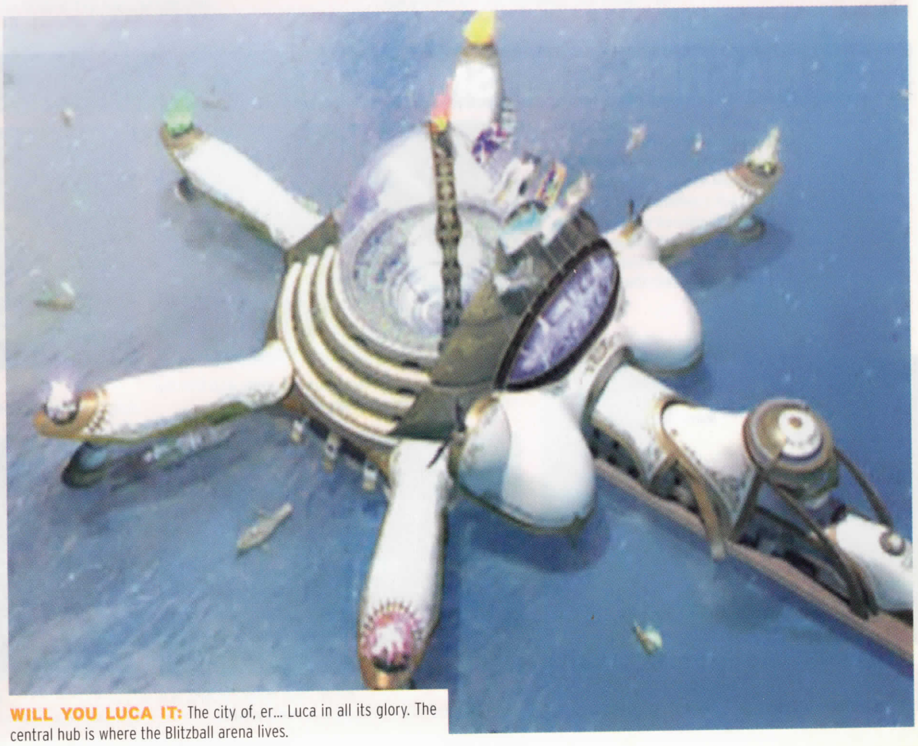
Your team of adventurers are now, more than ever before, confined to their respective specialist disciplines. As a result of this, any attribute improvement via the Sphere Board (see picture above) never allows them to branch too far away from their initial expertise. Which means that characters like Lulu are restricted to devastating magical attacks while Auron – the cool, one-eyed swordsman – will always be best with a bladed weapon in his hand.

Yuna is yet another example of hand-to-hand ineptness, but when it comes to summoning beasts she's a fearsome opponent. And here lies another excellent revision to combat.

As soon as Valfor, Ifrit and the rest of the fearsome summons turn up, the party scatters. You then take direct control of the beast and let rip with some stunning magic and elemental attacks. Alongside these there're also Guard and Store commands which allow the creature to ▶

IMPACT POINT

Chocobos – not cute anymore. Now they sport armour, ride into battle during Operation Mi'ihen and power the paddle boat across Spira's ocean.



WILL YOU LUCA IT: The city of, er… Luca in all its glory. The central hub is where the Blitzball arena lives.

PEOPLE, WHO NEED PEOPLE

There's no way you can survive for very long alone in the violent world of Spira. As a result, there're eight playable characters in the game and each of them has their own, specific area of expertise. It's vital that you make the best of therir individual strengths.

AURON: Pals with Tidus' absent dad and ace swordsman. Only shows his bare arm when he's aiming to give someone a good kicking.

KIMAHRI: Another one too cool for his own good. Bodyguard to Yuna, not the most talkative of blokes but dead handy with a halberd.

LULU: Don't ask how she keeps that dress up, let's just say it's a kind of magic. She's also having an odd kind of relationship with Wakka.

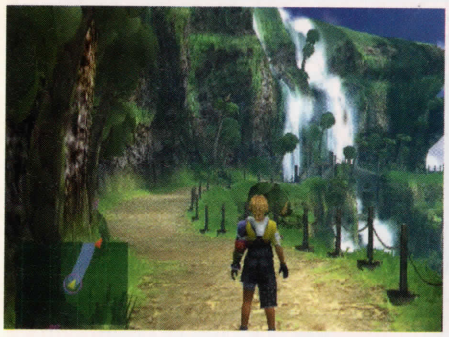
RIKKU: Techno member of the Al Bhed, this girl comes equipped with hand grenades and the ability to combine machinery to make it lethal.

SEYMOUR: Chief summoner to High Priest Maika. Bit too sure of himself for our liking, and he's got his eye on Yuna, the mucky devil.

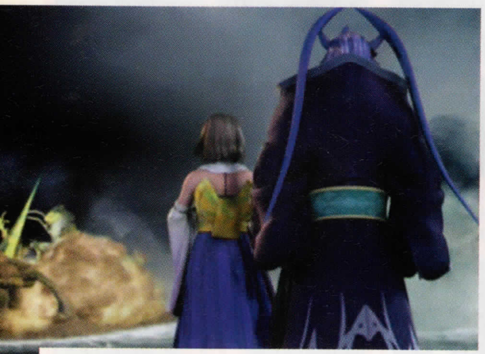
TIDUS: Little boy lost. His home of Zanarkand was destroyed by Sin and he was thrown 1000 years into the future. Bit like a crap-free Buck Rodgers.

YUNA: Talk about beauty and the beast, this girl's got a whole bestiary of hairy pals who are up for defending her to the death.

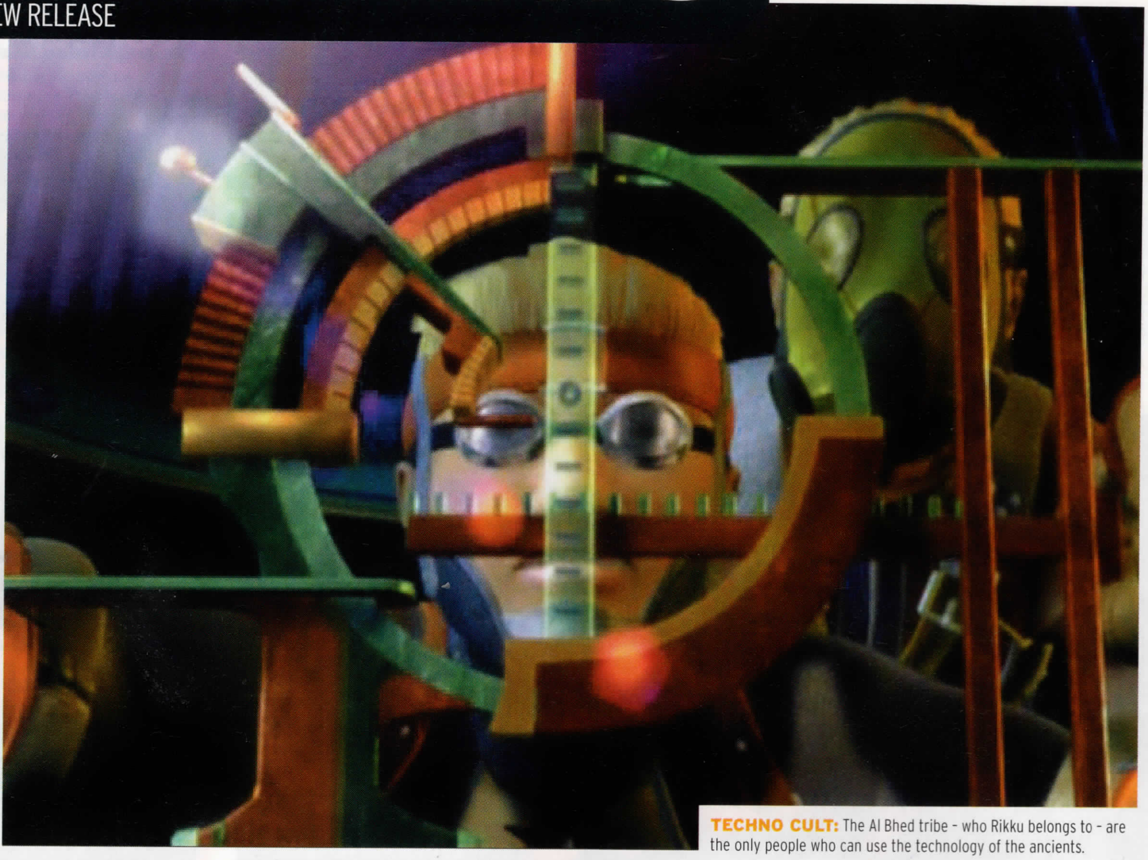
WAKKA: Captain of the Beside Inlet Blitzball team and all-round decent fella. His attacks are most effective against flying creatures.



WATER FALLING IN LOVE AGAIN: Impressive water effects happen in real-time as Tidus runs beneath them.



DEVASTATION, AROO: Yuna and Seymour look on at the destruction caused by Sin during Operation Mi'ihen.



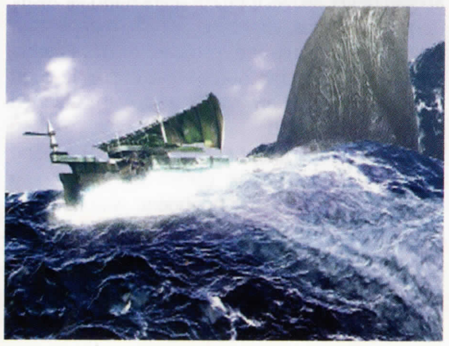
TECHNO CULT: The Al Bhed tribe - who Rikku belongs to - are the only people who can use the technology of the ancients.

▶defend itself or power-up its Overdrive meter. Fill this bar up and – like the Limit Breaks of *FF7* – you get a one-off attack of godlike proportions. A great addition, but the fun really kicks in when the characters themselves reach overdrive. Each one has a distinctive system for getting the most out of the attack which makes for an intense bit of button bashing in the middle of conflict. Wakka – the Blitzball player – for example, has a rolling fruit machine of different attacks, whereas Tidus has a timing tester where you have to hit a moving bar dead centre. There's a real sense of achievement when you get it right and the subsequent attack frequently makes you hiss an involuntary 'yes' between gritted teeth.

It is, without doubt, the best combat system, ever to be used in a *Final Fantasy* title. The only downside to the action is the fact that the later battles are still incredibly hard – forcing you back into the lower levels in search of easy prey to improve your stats against. Anyone who quit before going up against Necron in *FF9* will no doubt sympathise with this.

WATER CARVE UP

In addition to the mini-game madness of the special attacks, there're also the water-based thrills of Blitzball. Both Tidus and Wakka are stars of the sport and, when they decide to team up for the annual contest at the floating city of Luca, it's

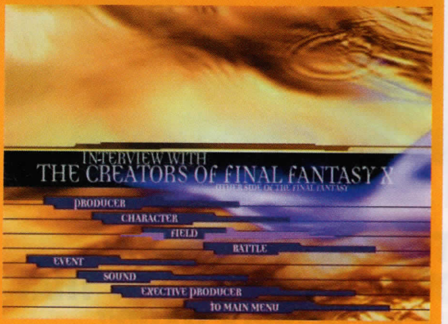


WHALE CRAZY NOW: Sin emerges from the waves and fires pods (Kokeras) onto the deck of your vulnerable little boat.

THE OTHER SIDE OF FINAL FANTASY

The Japanese version of the game comes with a special DVD that creates a whole new level of depth to the *Final Fantasy* experience. Hidden away beneath its cool blue exterior you'll find interviews with developers and actors, art galleries and trailers for forthcoming Square titles like *Final Fantasy 11* and *Kingdom Hearts*. It's the complete package for Japanese gamers. See this issue's free DVD for a sample of its content.

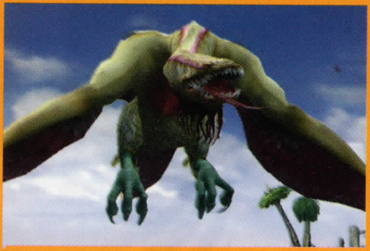
CREDITS WHERE IT'S DUE: The voice and motions of Yuna were supplied by Japanese actress Mayuko Aoki.



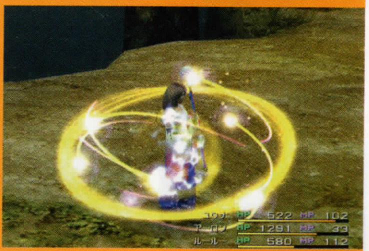
ORGANIC PRODUCER: Want to see what Yoshinori Kitase looks like? Well he's first on the list of interviewees on the game's bonus disc.

GET MASHED, GET SMASHED

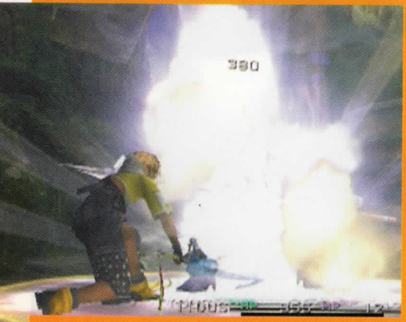
Without conflict, there would be no *Final Fantasy*. But this time round there's a whole new world of anguish to deal out to the local nasties. As well as the usual magic and bladed attacks we're also treated to Overdrive attack combos, playable summoned creatures and combined weapon effects thanks to Rikku's technical abilities. Battle Director, Toshiro Tsuchida, has introduced a more strategy-based combat system than previous instalments.



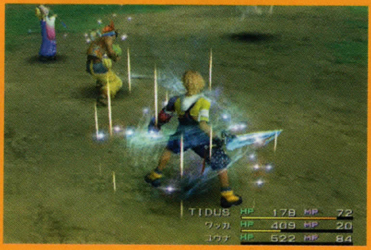
FLY-BY KNIGHT: Forget about swords with this sky critter. Time for Wakka to show off his ball skills.



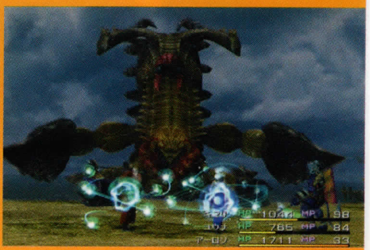
GUARD SHARP: Yuna has no offensive magic attacks but she's essential for shielding the party.



DRIVING IT HOME: Ace Tidus' Overdrive attack and the boy'll summersault into action and land a killer blow.



NEED FOR SPEED: One of Tidus' enhancements is a haste spell that allows him twice as many attacks.



UP-CHUCKER: The vomiting Sin is one tough customer. Make sure you've got plenty of Phoenix Downs.

HIP TO BE SQUARE: He's got everything a Square hero needs. Sword skills, dashing looks, a mysterious past and two drop-dead women after him.

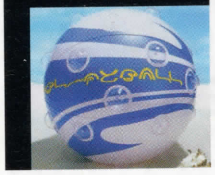
IMPACT POINT

It seems that anyone who's anyone in the land of Spira was once a successful Blitzball player. And you can definitely see the game's appeal when you reach Luca and dive into the arena for the first time. It's a grudge match which ends nastily when the hooligan Sin turns up and starts chucking fishmen onto the pitch.

"YOU'LL GO INTO RAPTURES OVER THIS - EVEN IF FINAL FANTASY DOESN'T FLOAT YOUR BOAT THERE'S STILL ENOUGH HERE TO CAPTIVATE"

INSIGHT

- Square are going all-out on the merchandising for *Final Fantasy 10*. Silver necklaces like those worn by Tidus and Yuna, cuddly Moogles and this rather natty Blitzball. Bet you can't chuck it underwater, though.

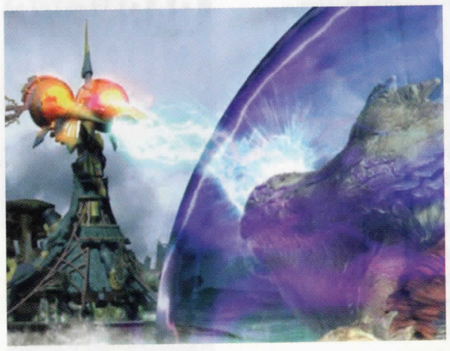


your chance to actually play this underwater version of footy.

The game, unsurprisingly, revolves around two modes of play – attack and defence. In both, each of your team members gets to spend hit points in order to succeed in either passing, defending or shooting. Sounds simple enough but, in the watery depths of the Blitzball sphere, it's incredibly tricky to score a goal – especially when your player's special abilities can only be allocated at half-time in the first match. But you're not going to be short on practice – every time you reach a save point after the tournament, you're given the option to return.

FANTASY EYE LAND

So, ultimately, a heavy collection of pluses on one side of the judgement scale, and a few noteworthy negatives on the other. But are the criticisms enough to topple *FF10* out of our pantheon of gaming perfection? Well, we think not. If you're a fan of the series you'll go into raptures over this instalment, and even if *Final Fantasy* doesn't float your boat there's still enough here to captivate. The battles can become repetitive, but the reward of the next amazing cut-scene is enough to keep you driving forward. It's linear at times, but the plot is so strong it's almost painful having to arse about in combat before you find out what happens next, and, yeah, the adventure may well be brief in comparison to previous titles, but it's one hell of a ride while you're up there.



WHAT A BLAST: The Al Bhed's ray gun manages to turn Sin back, but at the cost of its unfortunate operators.

Believe us – it is a great game. And one that'll you'll probably use to prove to your mates that the PlayStation 2 dream is well worth buying into. Buy it. Play it. Live the fantasy. **PSM2**

Oh dear, import only at the moment and the development team are currently on their hols prior to starting the English translation. So, the only way you'll get to play this is if you've got an imported or chipped PS2. For those of you wanting to experience the whole FF10 experience in its entirety – and trust us, we still missed a bundle of stuff thanks to dodgy translations – then, sadly, you'll have to wait until July 2002.

CID'S CHOICE

1. **FINAL FANTASY 10**
   Short on free-roaming exploration, but still the best RPG on PlayStation 2.
2. **DARK CLOUD**
   Stuffed with characters and that oh-so-clever village construction system.
3. **EPHEMERAL FANTASIA**
   Another adventure that's not scared to play with your expectations.

PSM2 VERDICT

GAMEPLAY
+ A superb combination of puzzles, mini-games and action.
- The leash is short and, at times, the collar chaffs.

GRAPHICS
+ Bright, bold and colourful. Nothing pleases the eyes like this.
- We looked hard, but there's precious little to complain about.

SOUND
+ Dear God, they talk! Ambient sound effects are also impressive.
- Only the central characters are allowed a voice.

LIFESPAN
+ Try and find all the hidden items and it'll be worth the cash.
- Download a walkthrough and discover instant dissatisfaction.

OVERALL
As ever, it's a love/hate thing, but the rewards far outweigh any pain you might encounter on the path to happiness.

90

YOU BEAUTY

COUCH! THAT'S GOTTA HURT: Bart and Lisa - they love TV, and TV loves them. Bless.

FAST FACTS ABOUT DVD VIDEO

1 DVD stands for Digital Versatile Disc.
2 A DVD disc offers double the picture resolution of VHS – 500 line as opposed to 250 lines.
3 DVD delivers widescreen, so no more nasty panned and scanned film transfers.
4 DVD reproduces DTS and Dolby Digital surround sound at cinema sound quality.
5 DVD discs can't suffer a loss of quality from numerous viewings.
6 DVD players will also play CDs and Video-CDs.
7 DVD players in the UK play Region Two discs. US Imports are Region One. Annoyingly.

OUT UK 24 SEPT

THE SIMPSONS SEASON ONE

Time to replace those space-consuming videos with this chic boxset. It's the birth of the greatest TV family, ever. Woo-hoo! **REVIEWER:** Duncan Baizley

STARRING Dan Castellaneta, Julie Kavner, Nancy Cartwright, Yeardley Smith, Hank Azaria, Harry Shearer
DIRECTORS Various
CERTIFICATE PG
PRICE £39.99

You're guaranteed obvious, obscure and downright surreal references to The Simpsons every time you read PSM2. We love it. Our shelves are stacked with well-worn TDKs chokka with episodes; our bookcases contain volumes of related scripts, character profiles and episode guides. Heck, some of us even have a genuine can of Duff on the mantlepiece. If all adults showed such devotion to a cartoon it'd be a miracle if the wheels of global capitalism and high finance didn't fall off tomorrow. Not such a bad thing, actually.

The first season aired in the USA on December 17th 1989 on Fox. America – already used to the primitive links from the Tracy Ullman Show – went nuts. It made a dysfunctional yellow family from Springfield, and their creator Matt Groening, massive. It's surprising that after such a long time you can still catch the latest episode and laugh till you pass out. But that's class for you.

This series' been knocking around on VHS for some time, but the boxset's well worth having if only to free up some space above the video. Spread over three discs, you get all 13 episodes with complete scripts (including Groening's red ink scrawl all over them) and a stack of extras.

The first thing you notice is the quality. From the first episode, *Simpsons Roasting On An Open Fire*, it's fairly obvious that the originals haven't transferred terribly well. If anything, it only goes to highlight the noticeable change in technique when, halfway through the season, Fox decided to take the entire production operation to Asia. Of course, that left Groening and his team plenty of time to improve the characters and scripts.

HOMER RUN

What we end up with is something that resembles a historical record. A collection of evolving ideas that began as Groening's own family and ended up as a billion-dollar worldwide franchise. You also get some idea of how this would become one of the sharpest written and socially astute situation comedies of the modern age. Which isn't bad going for a bunch of drawings.

But, apart from having seen these episodes countless times, they're not quite how we remember them. A lot's to do with the quality, sure, but compared to the next couple of seasons when Congress would question the moral implications of a cartoon preaching a common-sense morality to a post-Reagan America. this is pretty tame stuff, The characters weren't quite right yet, Homer's voice wasn't the doofus baritone it is today and Mo's hair was changing shades almost as regularly as he changed his barrels.

There are some classics here: *There's No Disgrace like Home*, *Bart The General*, *Call Of The Simpsons* and *Krusty Gets Busted* all have inspired gut-busting laughs in them, but we'll look forward to seasons one and two before we really start going off like madmen. Still, as legends go, this isn't a bad one to watch grow up. **PSM2**

INSIGHT

- **Matt Groening was the voice of Arturo in *Olive, The Other Reindeer*, a 1999 animated kids film with Drew Barrymore.**
- **Despite wanting Americans to be more like The Waltons George Bush still appeared in *Two Bad Neighbours*. Kind of...**

BARNEY'S CHOICE

1 **THE SIMPSON: SEASON ONE**
In the realms of immortality despite its age. A good collection of extras, too.

2 **SOUTH PARK: BIGGER, LONGER AND UNCUT**
Songs, smut and Satan. Kenny and the kids go feature length.

PSM2 VERDICT

EXTRAS

▢ All 13 episodes from the first series ▢ Original scripts featuring notes from Matt Groening ▢ Commentary from Matt Groening ▢ Outtakes from a previously unshown episode ▢ Animatic from Bart The General with commentary from Matt Groening and David Silverman ▢ A very short, and quite poor Making Of The Simpsons featurette ▢ First ever Simpsons from The Tracy Ullman Show ▢ Five foreign language clips (same clip, five languages) ▢ Early art gallery ▢ Magazine covers ▢ ABC News Easter Egg

OVERALL

It doesn't compare in terms of quality with today's output, but the gags and ideas are still as fresh as they were 13 years ago. A good value DVD.

MMMM...

90

Kobal Collection/River Road Prods

OUT UK NOW

BUTCH CASSIDY AND THE SUNDANCE KID

A classic Western reissue proves that the extras can compete with its stars. **REVIEWER:** Duncan Baizley

OH, SHOOT: Butch and Sundance make their last stand in Bolivia. Beautiful.

STARRING	Paul Newman, Robert Redford, Katherine Ross
DIRECTOR	George Roy Hill
CERTIFICATE	12
PRICE	£19.99

It's still surprising that on its original release in 1969 the critics panned this now classic western. It was the people who made it a success, notably the frazzled West Coast counter-culture who, mistakenly, saw this as a smart allegory on the horrors of Vietnam and an increasingly heavy-handed government that was determined to crush any resistance to it.

Legendary screenwriter and novelist, William Goldman, wrote the screenplay, which relied more on contemporary exchanges between Butch and Sundance than any existing Western clichés. It was fortunate that Newman (Butch Cassidy) got the relatively unknown Robert Redford (Sundance) to bounce off. Redford very nearly didn't make it – the studios wanted Steve McQueen.

The story's based on the true tales of the infamous Hole-In-The-Wall Gang. Outlaws that rode the West robbing any train they come across. After one spectacular hold-up they're pursued by the sinister Super Posse and, after making a fortuitous escape, hot-tail down to Bolivia to escape the authorities and… rob banks.

They're joined by Sundance's girlfriend, Etta Place – the stunning Katherine Ross – and see out their final days pursued by the Bolivian Army until the most famous freeze frame ending in cinema history.

WESTERN SPECIFIC

Driven by George Roy Hill's precise direction and Conrad Hall's gorgeous, washed-out photography, Newman and Redford are the perfect rogues. Butch is the plan and Sundance is the gun, both relying on each other for survival. Even the schoolteacher, Etta, can't come between them – even pulling on chaps and a stetson to help with their Bolivian career. But as much as the film centres around wise-cracking and macho backslapping, you're never far from a moment of frailty and hope. For every daring raid, there's the unforgettable *Raindrops Keep Falling on My Head* bike ride, scored by Burt Bacharach and shot with the kind of intimacy you wouldn't expect in a full-on action western. The use of Sepia-tinted stills for the New York trip is arrestingly simple and yet the explosions and firefights are still eye-threateningly brilliant.

INSIGHT

- **William Goldman also wrote the screenplay for *The Princess Bride*, which along with *Butch Cassidy…* is the only other film he was involved in that he rates.**
- **George Roy Hill reunited Newman and Redford in 1973 for the con classic *The Sting*.**
- **Robert Redford's responsible for the Sundance Film Festival.**

Even if you think John Wayne's a complete arse and you've endured *The Horse Whisperer*, don't be deterred. This is a funny, rollicking and touching adventure on a disc that it deserves. The extras are brilliant and compliment a classic perfectly. "Do you think you used enough dynamite there, Butch?" **PSM2**

SHERIFF'S CHOICE

1. **BUTCH CASSIDY AND THE SUNDANCE KID**
Great film and a great disc. What more do you want?
2. **THE WILD BUNCH**
Bloody Sam's classic.
3. **HIGH NOON**
Superb 1952 western with Gary Cooper.

PSM2 VERDICT

EXTRAS

☐ 40-minute Documentary – The Making of Butch Cassidy and the Sundance Kid, with superb narration from William Goldman and George Roy Hill ☐ Commentary by George Roy Hill, Hal David, Robert Crawford and Conrad Hall ☐ Cast and crew interviews ☐ 3 Theatrical trailers ☐ Alternative credits and more

OVERALL

Smart, beautifully made classic western that rewrote the rule book and still looks as fresh today as it did over 30 years ago. Top disc an' all.

93

CLASSIC

Kobal Collection/Wall, Nick/Channel 4/Kanzaman

NURSE BETTY

OUT UK NOW

STARRING	Renée Zellweger, Morgan Freeman, Chris Rock, Greg Kinnear
DIRECTOR	Neil LaBute
CERTIFICATE	18
PRICE	£19.99

Renée Zellweger is Betty Sizemore, a diner waitress who witnesses her no-good husband, Del, being whacked by two hitmen (Freeman and Rock). She goes into shock, believing that her favourite soap opera, A Reason to Love, is her reality and runs to LA to be with the star, Dr Ravell (Kinnear).

Director LaBute smudges reality all over the place, as he struggles to convince us that anyone who meets the deranged Betty wouldn't call the cops and lock the door behind them. Chris Rock occasionally hits with his smartarsing, but it's Freeman's bizarre 'one last job' musings that really baffle. Blurred. **PSM2** **63**

Kobal Collection/Vinet/Morgan Creek ■ Pathé/Arts Council/Canal+

ALSO RELEASED

STANLEY KUBRICK COLLECTION

Released Out now **Cert** 18 **Price** £99.99

2001, *The Shining*, *Clockwork Orange*, *Lolita*, *Barry Lyndon*, *Full Metal Jacket*, *Eyes Wide Shut* plus *Dr Strangelove* and a bonus Kubrick documentary. Genius. **PSM2** **91**

THE WAY OF THE GUN

Released Sept 10 **Cert** 18 **Price** £19.99

Bloody kidnapping yarn that spins and twists until the floor's piled high with twitching corpses. From Christopher '*The Usual Suspects*' McQuarrie. **PSM2** **77**

CECIL B DEMENTED

Released Sept 10 **Cert** 18 **Price** £19.99

"Feel the pain of independent film!" screams Stephen Dorff in John Waters' tirade against Hollywood. Sharper than *Pecker*, but nowhere near *Serial Mom*. **PSM2** **67**

WALL STREET

Released Out now **Cert** 15 **Price** £19.99

Oliver Stone's tale of good and righteous greed nailed the '80s down in 120 minutes. Charlie Sheen and Michael Douglas are superb. **PSM2** **90**

AN AMERICAN WEREWOLF IN LONDON

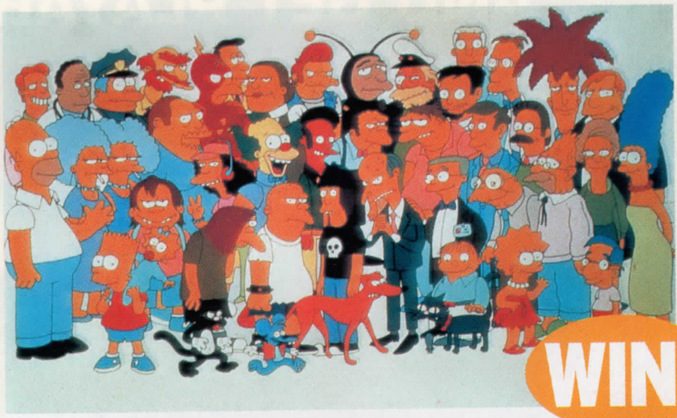
Released Sept 18 **Cert** 18 **Price** £19.99

A special edition of one of the greatest horrors of modern cinema. With the cast and crew spilling their guts on *those* transformations and gore gags. **PSM2** **90**

REQUIEM FOR A DREAM

Released Out now **Cert** 18 **Price** £19.99

Bruising account of drug dependency from the perspectives of four individuals, which demands your attention from brutal start to brutal finish. **PSM2** **90**



WIN!

THE SIMPSONS SEASON ONE

Win DVD boxsets of Springfield's finest.

Life-altering, George Bush-baiting, Waltons-thumping and teatime-improving. It's hard to believe that the yellow conquerors of planet irony have been mmm-ing and ay carumba-ing for nearly 12 years. To celebrate, Twentieth Century Fox Home Entertainment have given us three boxsets to give away. If you don't win, you can buy the Simpsons Season One DVD Collector's Edition from September 24th. D'oh!

Just answer this question: **At what address would you find the Simpsons in Springfield?**

Send it on a postcard to: Lord Help Me, I'm Not That Bright, PSM2 Magazine, 30 Monmouth Street, Bath BA1 2BW by October 1st, 2001. *Usual rules apply. Editor's decision is final.*

GOT THIS?

READ THIS!

Playable Demos! Accurate Reviews! Exclusive info! Expert Tips!
Official UK PlayStation Magazine
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PATHETIC INSECT!
HAIRY MUTANT!
X MEN
SPIDER MAN
Vs
SPIDER-MAN 2 AND X-MEN MUTANT ACADEMY 2 GO HEAD TO HEAD!
SYPHON FILTER 3: HUGE INVESTIGATION

AND GET PLAYABLE DEMOS EVERY MONTH

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EXCLUSIVE! THE BEST ACTION ON PSone
Official UK PlayStation Magazine

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The *Official UK PlayStation Magazine* is the world's biggest-selling PlayStation magazine. On sale every 28 days. Got a PlayStation? Get this.

PSM2 CHARTS

GORGE YOURSELF CRAZY ON OUR OFFICIAL WORLDWIDE RANK-EM-UP

CHARTS FOR MONTH ENDING 19TH AUG

PS2 TOP 20

POSITION	Last Month's Position	Months on Chart	Highest Chart Position	GAME NAME	Publisher	Developer
1	NEW ENTRY!			Gran Turismo 3: A-spec	Sony	Polyphony Digital
2	1	2	1	Onimusha: Warlords	Capcom	Capcom
3	2	2	2	Red Faction	THQ	Volition
4	3	2	3	The Bouncer	Sony	Square
5	7	3	3	Crazy Taxi	Acclaim	Acclaim/Sega
6	5	3	2	Formula One 2001	Sony	Studio Liverpool
7	6	2	6	NBA Street	EA	EA Canada
8	4	2	4	Escape From Monkey Island	Activision	LucasArts
9	8	2	8	Rugby	EA	EA
10	13	10	2	FIFA 2001	EA	EA
11	15	10	1	Tekken Tag Tournament	Sony	Namco
12	10	9	2	SSX	EA	EA Canada
13	16	4	2	Tiger Woods PGA 2001	EA	EA
14	9	3	1	Extermination	Sony	Deep Space
15	NEW ENTRY!			ATV Off Road Fury	Sony	Rainbow Studios
16	NEW ENTRY!			City Crisis	Take 2	Syscom
17	17	5	1	Star Wars: Starfighter	Activision	LucasArts
18	20	3	7	MTV Music Generator 2	Codemasters	Jester Interactive
19	Re-entry			Unreal Tournament	Infogrames	Epic Megagames
20	19	10	7	ISS	Sony	KCEJ

JAPANESE TOP 5

1	NEW ENTRY!			Final Fantasy 10	Square	Squaresoft
2	2	3	1	Gran Turismo 3: A-spec	Sony	Polyphony Digital
3	NEW ENTRY!			Piposaru 2001	Sony	SCEI
4	3	1	3	Ka (Mosquito)	Sony	SCEJ
5	NEW ENTRY!			Harvest Moon 3	Victor Interactive	Natsume

US TOP 5

1	NEW ENTRY!			Twisted Metal: Black	Sony	Incognito Studios
2	NEW ENTRY!			NBA Street	EA	EA Canada
3	NEW ENTRY!			Dark Cloud	Sony	Level Five
4	1	2	1	Red Faction	THQ	Volition
5	2	2	2	Crazy Taxi	Acclaim	Acclaim/Sega

GRAN TURISMO 3

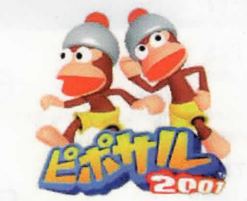
Arguably, *GT3*'s *the* game that's had even the most cynical of gamers reaching for the building society book and investing in PS2. No surprises, then, that it looks set to dominate the charts until, *oooh*... at least *Burn Out*.

FORMULA ONE 2001

Studio Liverpool's outrageously tricky F1 monster continues to hog the top ten, despite the outpouring of grief about the absence of that 'save anywhere' feature. PS2's spoilt for technically advanced racers at the moment.

UNREAL TOURNAMENT

Maybe it's the impressive depth of the Story mode – because it sure as heck isn't the weak multi-player battles that've brought this functional first-person shooter back into the charts. So where's *'Splitters*?



PIPOSARU 2001

The sequel to *Ape Escape* takes the same liberties with Dualshock dynamics, only this time it's a race against time to collect the dirty monkeys' pants for the laundry. With a vacuum cleaner. Happens all the time around here, y'know.

25
game time

CRAZY TAXI

The cross-platform arcade journeyman continues to shift. Some of you've complained that it's out of date, short or too easy, but most can't get enough of that Crazy Dash and delivering amusingly coiffured 'punks' to KFC.

ATV OFFROAD FURY

Never has the PSM2 office winced so convincingly since we first spilled from saddle to handlebars on *ATV*. It's not perfect, but for some frightening crash dynamics this is an enjoyable game to rent.

CITY CRISIS

PS2's landscape expands by the month, and this helicopter rescue sim's a welcome addition to an increasingly diverse collection. It's not typically handsome and doesn't have a great deal of personality... but it really *cares*.

TWISTED METAL: BLACK

We were initially sceptical of Marilyn Manson's Scalectrix. Would the game that sent Americans into paroxysms of blood-letting leave us non-plussed? Thankfully, it's brilliant. Brainless, but brilliant.

NEW & IMPROVED

HOW IT WORKS...

Absolute PS2 is a run-down of all the available UK PAL games PSM2 have put through the wringer. We've also included some choice, or interesting, NTSC import titles that might appeal to diehard gamers with import machines. We only stock the best games here...

YOUR EASY GUIDE TO PSM2'S PAST REVIEWS - UPDATED EVERY ISSUE

ABSOLUTE PS2

PSM2 reviews are *the* definitive opinion – your best friend in the game-buying minefield. Check before you, er... cheque.

ACTION-ADVENTURE

7 BLADES
Publisher> Konami
Version> PAL **Issue**> # 11
72

An inventive, action-lead game that'll delight fans of Hong Kong cinema and satisfy slash-em-up fiends.

CODE: VERONICA X
Publisher> Capcom
Version> PAL **Issue**> # 13
80

This classic revisit to the zombie hell of Raccoon City will also carry the bonus *Devil May Cry* demo that made the Japanese version so tempting. Scary stuff.

EXTERMINATION
Publisher> Sony
Version> PAL **Issue**> #09
78

Despite a shallow, unoriginal story and fairly brief life expectancy, this still boasts a skilful blend of action, gunplay and blind panic.

MDK2 ARMAGEDDON
Publisher> Interplay
Version> PAL **Issue**> #09
76

A game that attempts to bring humour to videogames. Some inventive ideas ultimately let down by basic design flaws.

ONI
Publisher> Take 2
Version> PAL **Issue**> #06
62

Some of the best hi-tech combat around gets hopelessly lost in dull environments, expansive warehouses and more crates than anyone could possibly need. Lifeless.

ONIMUSHA
Publisher> Capcom
Version> PAL **Issue**> #06
80

BEST ACTION TITLE Staple survival horror gaming, with the emphasis on carnage not tension. The fusion of story and electric swordplay almost atone for those horrible borders.

OPERATION WINBACK
Publisher> KOEI
Version> NTSC **Issue**> #08
68

Not *MGS2*, but still a compelling title with enough plot twists to keep the one-more-go factor at a premium.

RUNE: VIKING WARLORD
Publisher> Take 2
Version> PAL **Issue**> # 13
56

Visually inept at times, overly linear but still enough fun to crack the odd smile and keep your interest fixed.

WARRIORS OF MIGHT & MAGIC
Publisher> 3DO
Version> PAL **Issue**> #09
24

A stinker. Bad level design and woefully inadequate visuals are only the start of *Warriors*' many problems.

X SQUAD
Publisher> EA
Version> PAL **Issue**> #06
59

Despite the occasional moment, this is very average. Uninspiring graphics and poor puzzles don't help, either.

ADVENTURE

ESCAPE FROM MONKEY ISLAND
Publisher> Activision
Version> PAL **Issue**> # 12
82

No nerve-frazzling reactions required – just a bit of thought and a sense of humour. Addictively gentle.

ACTION-STRATEGY

DYNASTY WARRIORS 2
Publisher> Midas
Version> PAL **Issue**> #04
78

Fast-paced action with excellent game structure. Slightly hampered by some shocking fogging at times.

ARCADE

CITY CRISIS
Publisher> Take 2
Version> PAL **Issue**> # 16
62

The lack of variety extinguishes the long-term appeal. It makes a change from taking lives, though.

CRAZY TAXI
Publisher> Acclaim
Version> PAL **Issue**> # 10
80

Undeniably an incredibly addictive arcade hoot, but, like all coin-op conversions, the fun is definitely short-term.

GAUNTLET
Publisher> Midway
Version> NTSC **Issue**> # 10
32

Multi-player's the best way to get the most from the new PS2 *Gauntlet*, but you'll all suffer together.

GRADIUS 3 & 4
Publisher> Konami
Version> PAL **Issue**> #02
29

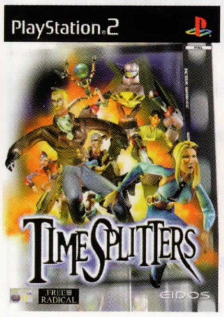
> SHELF LIFE: THE FIVE PAL GAMES YOU SHOULD OWN

However you scrape up the cash to fill your PS2 with the best of the game avalanche, make sure the first thing you do each issue is check out PSM2's essential shelf. These are the five beauties that'll keep you up all night and bring tears of joy to your bloodshot eyes...

PlayStation.2
SSX
BIG

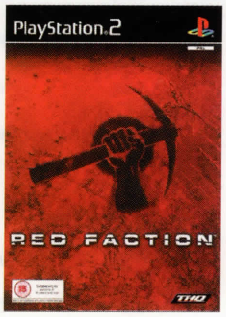
01 > SSX

If you can only afford one title for your PS2, you shouldn't be too upset if this is it. It's an absolute cracker.



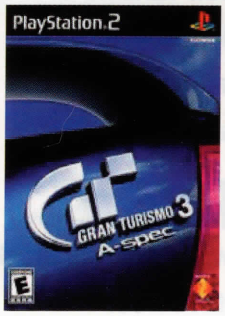
02 > TIMESPLITTERS

The second reason to own a MultiTap 2 at the moment – big, dumb, clever and funny. Still the reigning FPS multi-player. Ace.



03 > RED FACTION

The immersive storyline probably does more for us than the limited Geo-mod feature, but this is still a gripping FPS. It's hard, mind.



04 > GT3

Not a radical departure from *GT2*, but it's gorgeous, insanely fast and handles beautifully. The perfect driving dream.

PlayStation.2
MTV
MUSICGENERATOR 2
JESTER
Codemasters

05 > MTV MUSIC GENERATOR 2

Cubase on your PS2. Well, nearly. Infinite possibilities even for the tone-deaf amongst us.

A bog-standard, but arcade-perfect conversion of a dull, ageing shoot-em-up. Strictly old-skool.

SILPHEED
Publisher> Working Design
Version> PAL **Issue**> #03
51
A firework of a 3D scrolling blast-em-up that burns bright to the bitter, but quickly finished, end.

BEAT-EM-UP

BLOODY ROAR 3
Publisher> Virgin Interactive
Version> PAL **Issue**> # 11
79
The beat-em-up equivalent of Mission: Impossible 2 – not much depth, but lots of explosions, acrobatics and fun.

THE BOUNCER
Publisher> SCEE
Version> PAL **Issue**> # 11
66
A passable evening's rented entertainment, or a last resort for a dull weekend. Just don't blow 40 quid on this.

DEAD OR ALIVE 2
Publisher> SCEE
Version> PAL **Issue**> #05
83
Instantly beguiling with free-flowing action. But comic book bosoms are no substitute for solid two-player scraps.

KENGO
Publisher> Ubi Soft
Version> PAL **Issue**> #09
60
A few tweaks to the controls and this could have been something a bit special, instead of being simply uninspiring and very brown.

STREET FIGHTER EX3
Publisher> Capcom
Version> PAL **Issue**> #05
79
A worthwhile update of an elderly series, but a superior tagging system keeps it in the running.

TEKKEN TAG TOURNAMENT
Publisher> SCEE
Version> PAL **Issue**> #04
87
BEST BEAT-EM-UP Like it or not, *Tekken* remains the genre-defining master of all things violent.

BEMANI

DANCE SUMMIT 2001
Publisher> Enix
Version> NTSC **Issue**> #06
60
Lots of funny, engaging and genuinely impressive moments, but nothing to keep you coming back.

JUNGLE BOOK GROOVE PARTY
Publisher> Ubi Soft
Version> PAL **Issue**> # 10
50
Does its thing reasonably well on most counts, except the groove. Tiny Disney fans will enjoy it, however briefly.

DRIVING

4X4 EVOLUTION
Publisher> Take 2 Interactive
Version> PAL **Issue**> #08
40
There's a nod to quality in the depth of options and courses but, ultimately, it's an essentially dull SUV racer.

ATV OFFROAD FURY
Publisher> Sony
Version> NTSC **Issue**> #09
70
Certain to please Offroad purists, but it's a pity SCEA couldn't have compromised on the realism.

C.A.R.T. FURY
Publisher> Midway
Version> PAL **Issue**> # 12
65
Simple to learn but relentless in action, poor presentation and slightly dodgy graphics let it downr.

DRIVING EMOTION TYPE-S
Publisher> Squaresoft
Version> PAL **Issue**> #01
57
Pretty in a Vaseline lens kind of way, but the over-realistic handling makes it damn-near unplayable.

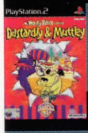
EXTREME-G 3
Publisher> Acclaim
Version> PAL **Issue**> # 13
60
Close, but absolutely miles away at the same time. A massive shame, because it looks lovely.

FORMULA ONE 2001
Publisher> Sony
Version> PAL **Issue**> #09
84
A definitive purchase for F1 die-hards, and a rewarding challenge for any console race fan willing to rise to it.

HEAD2HEAD

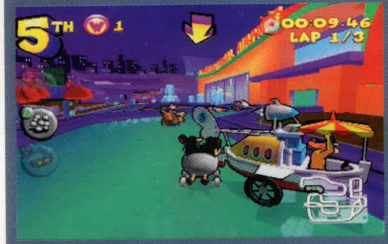
KARTING

> WACKY RACES



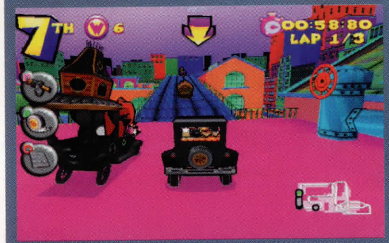
Publisher> Infogrames
Version> PAL
Issue> # 11
PSM2 VERDICT 63

PRESENTATION:
We like a bit of cel-shading and this is a technicolour treat throughout. The cartoony feel captures the knockabout antics of the show perfectly although it does occasionally make the courses a little hard to negotiate.



GAMEPLAY:
The handling's solid and the whole thing zips about at an impressive rate. The problems begin as the courses become more complex and making your way around degenerates into bouncing off of walls and getting lost.

MULTI-PLAYER:
The sheer speed makes for an enjoyable four-player burn up, although it has to be said that the predictability of the power-ups limits the strategy you normally associate with karters. It's strictly a case of staying on the course to take the honours.

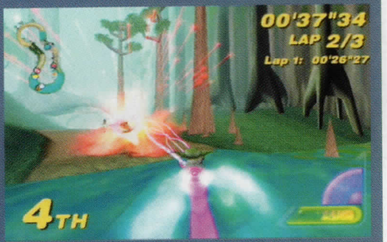


LIFESPAN:
With exclusive tracks for PS2 and a load of unlockable vehicles, *Wacky Races* is an impressive treasure trove of extras. The multi-player's solid which means you'll be happy enough to nip back for a tear around The Ski Resort Road Race.

> STAR WARS: SUPER BOMBAD RACING

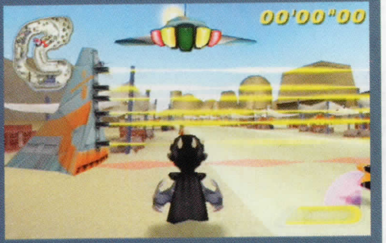
Publisher> Activision
Version> PAL
issue> # 11
PSM2 VERDICT 45

PRESENTATION:
You have to take what they've done to the Star Wars universe with a pinch of salt. Diddy Darth Mauls and tiny Kenobis are aimed squarely at the junior end of the market. The frame-rate's dodgy throughout, though.



GAMEPLAY:
This is where it all goes a bit Jar Jar for *Bombad*. Yeah, it's got that pick-up-and-play simplicity that a basic karter needs to attract *the kids*, but the level design's terrible. You'll spend most races on your own or trapped in a corner.

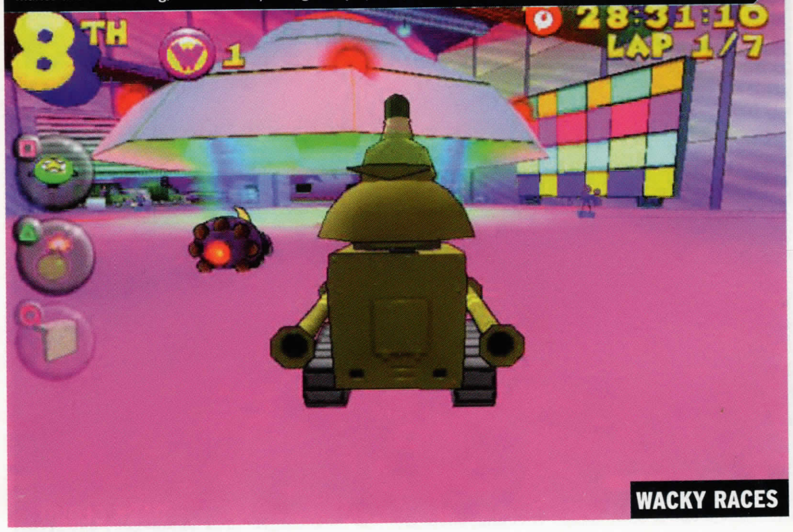
MULTI-PLAYER:
If you found blundering around the confusing courses in full-screen, one-player mode hard enough, try it in two-player or, God forbid, with four of you desperately trying to pick your way through Theed City at around 30 fps. This is not 'fun'.



LIFESPAN:
There're hidden characters, including a much sought after Bobba Fett to unlock, but we doubt most people will have the will to grind around the tracks just for a comedy moment with the original stormtrooper. The multi-player's just too confusing for words.

KART SHOPPING

There's yet to be a real contender for the PS2 kart champion, but until a *Mario*-beater turns up you'll have to make do with picking one of these. *Bombad Racing*'s got too much wrong with it to offer any serious recommendation, despite being a reasonably attractive addition to the bizarre end of the Star Wars licence. *Wacky Races*, on the other hand, is quick and a lot of fun to play with an impressive multi-player. The downside is that its basic nature makes this a frustrating, and ultimately boring, one-player experience. So it's easily the *Wacky* crew by default.



WACKY RACES

F1 CHAMPIONSHIP SEASON 2000
Publisher> EA
Version> PAL **Issue**> #05
47
Ultimately a poor quality title – and worse, a PSone game on PS2. Next time: less development speed, more quality.

F1 RACING CHAMPIONSHIP
Publisher> Ubi Soft
Version> PAL **Issue**> #07
66
If you want an involved four-wheeled racer, this is fine – just don't expect too much of it.

MIDNIGHT CLUB
Publisher> Take 2
Version> PAL **Issue**> #03
72
Illegal city street-racer. Some nice touches of detail sadly compromised by reality-check graphics.

GRAN TURISMO 3
Publisher> Sony
Version> PAL **Issue**> # 13
93
BEST RACING TITLE *GT3* is a near-perfect game – which astounds and challenges in equal measure.

LE MANS 24 HOURS
Publisher> Infogrames
Version> PAL **Issue**> # 12
73
Strictly for the dedicated and wealthy. *Le Mans* is good fun, but just can't compete with the all-conquering *GT3* in an already crowded field.

MOTO GP
Publisher> Namco
Version> PAL **Issue**> #06
80
Motorbike racing experience with convincing handling and gorgeous details. If you like your bikes this is beautiful.

RC REVENGE PRO
Publisher> Acclaim
Version> PAL **Issue**> #04
56
The first mini-racer on PS2 does just enough to keep you pressing ⊗ 'til your knuckles pop. But it ain't an essential.

RIDGE RACER 5
Publisher> Namco
Version> PAL **Issue**> #01
72
Fast, undeniably attractive and always fun to play – but it's not the next-gen revolution everyone had prayed for.

RUMBLE RACING
Publisher> EA
Version> PAL **Issue**> # 10
76
Arcade-style knockabout racing at its idiotic best. Undoubted fun, but for how long?

SMUGGLER'S RUN
Publisher> Take 2
Version> PAL **Issue**> #03
75
Technically jaw-dislocating, but there's not enough one-player depth to turn infatuation into ever-lasting love.

STAR WARS: SUPER BOMBAD RACING
Publisher> Activision
Version> PAL **Issue**> # 11
45
There's little doubt that merely being sweet in the world of videogaming gets you nowhere. A seriously flawed karter.

TOKYO XTREME RACER
Publisher> Ubi Soft
Version> PAL **Issue**> # 13
38
No taunts, betting and revving up at the lights – in fact, anything that could've made an entertaining game.

TOP GEAR DARE DEVIL
Publisher> Planet
Version> PAL **Issue**> #04
62
Like an attractive 3D *Pac-Man*, only in small cars and without the ghosts. Yep, exactly as inane as that sounds.

WACKY RACES
Publisher> Infogrames
Version> PAL **Issue**> # 11
63
Perfectly solid, looks nice, but thoroughly uninspiring racer let down by some really annoying flaws..

WILD WILD RACING
Publisher> Rage
Version> PAL **Issue**> #03
71
Frustrating controls and some dead-stop scenery collisions make this an exasperating ride.

FIRST-PERSON SHOOTER

QUAKE 3 REVOLUTION
Publisher> Bullfrog
Version> PAL **Issue**> #08
85
The cream of first-person shooters converts flawlessly to

MORE REVIEWS OVER THE PAGE...

PS2, bridging the gap where *Unreal* ends and *TimeSplitters* begins.

RED FACTION
Publisher> THQ
Version> PAL **Issue**> #11
88

BEST FPS TITLE A brave attempt at innovation ends in an entertaining action adventure that's not without flaws.

TIMESPLITTERS
Publisher> Eidos
Version> PAL **Issue**> #04
86

Great multi-player, a Level Editor and some incredibly hard challenges make this a must-buy.

UNREAL TOURNAMENT
Publisher> Infogrames
Version> PAL Issue> #07
82

Excellent single-player mode. It's just a shame that it fails so badly in multi-player.

FLIGHT SIM

SKY ODYSSEY
Publisher> SCEE
Version> PAL **Issue**> #08
79

A rarity on PS2 – a game almost entirely free of action. Hugely addictive with a real sensation of flight. Chilled.

MECH

ARMORED CORE 2
Publisher> Ubi Soft
Version> PAL **Issue**> #06
54

Construction paradise as long as you can bear the awkward controls, tiny arenas and spiteful difficulty.

GUN GRIFFON BLAZE
Publisher> Virgin
Version> PAL **Issue**> #06
70

One of the few mech titles to actually make you realise you're playing a next-gen console. Big respect from us.

RING OF RED
Publisher> Konami
Version> PAL **Issue**> #10
74

BEST MECH TITLE Lush battles, loads of strategy – like chess but with huge robots.

ROBOT WARLORDS
Publisher> Midas Interactive
Version> PAL **Issue**> #08
46

A derivative title that packs enough tactical thought to amuse, but it's still very average.

ZONE OF THE ENDERS
Publisher> Konami
Version> PAL **Issue**> #07
84

The emphasis is on fun, high-intensity battling – which *Z.O.E.* delivers in spades until its premature conclusion.

PLATFORMER

DISNEY'S DINOSAUR
Publisher> Ubi Soft
Version> PAL **Issue**> #05
35

A case of a lame game launching on the back of a successful film. Very poor.

DONALD DUCK: QUACK ATTACK
Publisher> Ubi Soft
Version> PAL **Issue**> #06
29

Lacking in invention and challenge. Worse still, it's stunningly basic and enormously dull... even for kids.

FREAK OUT
Publisher> Swing! AG Media
Version> PAL **Issue**> #13
79

A candy-pop, innovative roller coaster ride, that falls short of greatness due to a repetitive structure and short life-span.

GIFT
Publisher> Acclaim
Version> PAL **Issue**> #12
51

Yawn. They said they wanted to kick moribund platformers up the arse and then settled for mediocre.

KLONOA 2
Publisher> Namco
Version> NTSC **Issue**> #10
73

Visually beautiful with well machined gameplay, but it's essentially a 2D platformer that doesn't break the mould.

RAYMAN REVOLUTION
Publisher> Ubi Soft
Version> PAL **Issue**> #05
68

The characters are for kids, the gameplay's for adults. *Rayman* is only almost great for either set of gamers.

HEAD2HEAD

RPG

> DARK CLOUD

Publisher> Sony
Version> NTSC
Issue> # 11

PSM2 VERDICT 81

> EPHEMERAL FANTASIA

Publisher> Konami
Version> PAL
issue> # 12

PSM2 VERDICT 76

PRESENTATION:
Well rounded and shapely in a cute kind of way, *Dark Cloud* rates as one of the best looking RPGs we've seen. And, with the addition of the cunning diorama village construction system, one of the most inventive.

GAMEPLAY:
Getting to grips with the central characters is a pleasure resulting from an intuitive control system unobscured by menus. But you'll need patience to fight through all of the dungeons, as here lies the game's major flaw – a seemingly endless repetition of hacking and slashing. The drive to get your village back together keeps you banging away at it, though.

MULTI-PLAYER:
A multi-player RPG? On PS2? You'll have to wait until *Final Fantasy 11* for that.

Masteruton
I hate monkeys...
speed

LIFESPAN:
With six playable characters to locate and six villages to recreate, this game's got legs even if you ignore the 100 level Demon Shaft that's unlocked once you complete it. Still a touch on the short side as far as the main adventure is concerned.

PRESENTATION:
Cursed with the odd saw-toothed edge, but still well animated and cleverly put together. Get involved in the bemani axe work and you'll realise that mixing genres can sometimes be a very good thing indeed.

GAMEPLAY:
All-in-all a pretty standard RPG given spice via a time travel plot ripped straight out of that other Konami hit, *Shadow of Memories*. Throw in a dash of musical action along with a much better selection of monsters than *Dark Cloud*, and *Fantasia* almost gets the edge on Sony's *Zelda* mimic. Just a shame the top-down perspective doesn't make finding your way around any easier.

MULTI-PLAYER:
It's a lonely experience being an RPG fan, and this game does nothing to change that fact.

PARTY
Bagoth
Arts
Clobber
Magic
Item
Style
Exit
Mouse
Rummy
Bagoth
HP
MP

LIFESPAN:
You'll spend about three hours getting your head round the first six days, and then curse as the whole scenario kicks off again. So, a bucket load of longevity made even greater by an addictive desire to improve your guitar skills and grab that A grade.

ROCK'N'ROLE

Once this was a land of sad games. They all limped along covered in pustules cause by a deathly affliction of number crunching. Now it's one of the few genres to be oversubscribed with health and beauty. Take the two titles above. Both at the polished end of the spectrum, both engaging and long lasting, and both doing their best to rewrite a genre that's become turgid in recent years. However, if you've only got the cash for one, then the luscious visuals of *Dark Cloud* make this the winner in our critical hearts.

Floor
11
speed

DARK CLOUD

PUZZLE

AQUAAQUA
Publisher> SCI
Version> PAL **Issue**> #04
71

A solid, if slightly small, puzzler with a host of cutesy features that's worth a second look.

FANTAVISION
Publisher> SCEE
Version> PAL **Issue**> #01
85

BEST PUZZLE TITLE It lacks variety, but it's fabulous fun – enough to stand up and be counted with *Tetris*.

KURI KURI MIX
Publisher> Empire Interactive
Version> PAL **Issue**> #10
78

Frustrating, but painfully addictive. Proves that puzzle games don't have to involve slotting blocks together.

SUPER BUST-A-MOVE
Publisher> Acclaim
Version> PAL **Issue**> #04
78

Addictive and easy to get into – but ultimately little more than a PS2 buffing of the classic game.

RPG

DARK CLOUD
Publisher> Sony
Version> NTSC **Issue**> #11
81

BEST RPG Derivative in places, but still manages to mould the tired RPG genre into something refreshing and fun.

EPHEMERAL FANTASIA
Publisher> Konami
Version> PAL **Issue**> #12
80

Ephemeral Fantasia runs the RPG gauntlet and comes out smelling of entertainment rather than drudgery.

ETERNAL RING
Publisher> Agetec
Version> NTSC **Issue**> #02
35

An uninspired RPG that will remain awkward until the lack of speed and its other shortcomings are addressed.

ORPHEN
Publisher> Activision
Version> PAL **Issue**> #04
56

A brash attempt to defy RPG convention that ultimately overstretches itself, leaving facile gameplay that annoys.

SHADOW OF MEMORIES
Publisher> Konami
Version> PAL **Issue**> #06
80

It might take a bit of getting used to – but it's certainly different. Play through it a few times to really appreciate it.

SUMMONER
Publisher> THQ
Version> PAL **Issue**> #06
70

A game with massive aspirations, unfortunately let down by shoddy graphics and a camera that'll drive you to genocide.

SHOOT-EM-UP

ARMY MEN AIR ATTACK: BLADE'S REVENGE
Publisher> 3DO
Version> PAL **Issue**> #11
47

A decent arcade shoot-em-up that encourages you right to the end, but it looks terrible and it's very linear.

ARMY MEN: GREEN ROGUE
Publisher> 3DO
Version> PAL **Issue**> #11
18

A shambling title mired in repetitive gameplay and flawed dynamics. Utterly lamentable.

ARMY MEN: SARGE'S HEROES 2
Publisher> 3DO
Version> PAL **Issue**> #09
40

A lazy banged-together rehash of established concepts, with novelty appeal for *Army Men* fans. Tighter execution could've saved it.

FUR FIGHTERS
Publisher> Acclaim
Version> PAL **Issue**> #10
86

BEST SHOOT-EM-UP Rammed with stuff to do, humour and significant extras that you won't find on other formats.

SILENT SCOPE
Publisher> Konami
Version> PAL **Issue**> #03
77

Thrilling to begin with, but short, sharp play won't keep you buzzing indefinitely.

> SHELF LIFE: THE FIVE NTSC GAMES YOU SHOULD OWN

Whether you're desperate to play the big games months before everyone else or simply sweating money, PSM2 gives you the definitive reviews of the best games available on import. If you own an NTSC machine, you'll want to make shelf life your first NTSC stop.

PlayStation 2
KONAMI
WINNING ELEVEN 5

01 > WINNING ELEVEN 5

The *ISS Pro Evo* game that PS2's been screaming at the ref for. Unrivaled gameplay and dazzling visuals make this essential.

PlayStation 2
鬼武者

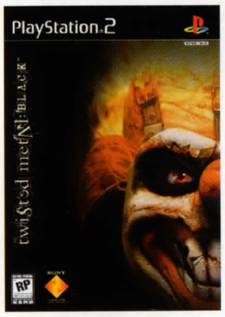
02 > ONIMUSHA

Capcom doing what they do best – visceral thrills, and solid storytelling. For those who want to avoid the PAL version's borders.

PlayStation 2
FINAL FANTASY X
SQUARESOFT

03 > FINAL FANTASY 10

Can't wait until next year? Well, not surprising really. Check our difinitive import review of *FF10* on pg80 before you go NTSC.



04 > TWISTED METAL: BLACK

Warped gothic mayhem that's taken the US by storm. It couldn't have been coded anywhere else.

PlayStation 2
2001

05 > PIPOSARU 2001

Or *Ape Escape 2001*, if it makes things any easier. A corking platformer on PSone now going, ahem... bananas on PS2.

STAR WARS: STARFIGHTER

Publisher> Activision
Version> PAL **Issue**> #09
85

Atmospheric, exciting, and full of explosions – everything a Star Wars game should be. Bit repetitive, though.

TWISTED METAL: BLACK

Publisher> Sony
Version> NTSC **Issue**> #13
80

Fast, frenetic and a real puller. Darkness be damned, we like the way *Twisted Metal: Black*'s sick carnage plays.

WDL THUNDER TANKS

Publisher> 3DO
Version> PAL **Issue**> #06
69

It's basic and linear, but get into it and it's surprisingly fun. The multi-player modes a surprising triumph.

WDL WAR JETZ

Publisher> 3DO
Version> PAL **Issue**> #11
29

Halliwell-thin and totally inadequate gameplay. How can a game with this many explosions be so dull?

SIM

THEME PARK WORLD

Publisher> EA
Version> PAL **Issue**> #05
68

Enough depth to stimulate for quite some time – but it's still capable of running itself without any help from you.

SPORT

ALL-STAR BASEBALL 2002

Publisher> Acclaim
Version> PAL **Issue**> #10
72

A quality two-player game of hardball, but best of British trying to find someone to play against.

ESPN NBA 2NIGHT

Publisher> Konami
Version> PAL **Issue**> #06
59

Lots of nice touches and a solid, playable game of basketball, let down by unforgivable graphical glitches.

ESPN INTERNATIONAL TRACK AND FIELD

Publisher> Konami
Version> PAL **Issue**> #04
63

Dazzling to look at, but a jolt of bemani-flavoured sophistication doesn't save it from looking tired.

ESPN NATIONAL HOCKEY NIGHT

Publisher> Konami
Version> PAL **Issue**> #09
68

A solid, realistic ice hockey sim that's bang up to date. Marred by a reliance on character stats.

ESPN WINTER X GAMES SNOWBOARDING

Publisher> Konami
Version> PAL **Issue**> #04
70

The unforgiving learning curve may put the curious off. Go for SSX for maximum thrills.

FIFA 2001

Publisher> EA
Version> PAL **Issue**> #04
79

A beautifully designed footy game that's yet to have the maddening niggles of the *FIFA* series kicked out of it.

INTERNATIONAL LEAGUE SOCCER

Publisher> Eon
Version> PAL **Issue**> #12
07

An ugly, unplayable excuse for a game that's been shamelessy repackaged and aimed at young fans. Arse.

ISS

Publisher> Konami
Version> PAL **Issue**> #02
81

Not the best football game ever, but settles for great playability and the odd touch of class.

MADDEN NFL 2001

Publisher> EA Sports
Version> PAL **Issue**> #04
86

BEST SPORTS SIM A superb sports title that shows other series how it should be done.

NBA LIVE 2001

Publisher> EA
Version> PAL **Issue**> #06
72

A valiant – and mostly successful – attempt to translate a sport that just doesn't lend itself to the sim approach.

NBA HOOPZ

Publisher> Midway
Version> PAL Issue> #06
70

As fun as the *NBA Jam* series ever was – but is it worth shelling out 30 quid for a ageing arcade game?

NBA STREET

Publisher> EA
Version> PAL **Issue**> #11
74

A funky take on basketball that fails to explore its wilder ideas. Still, it's hard-hitting instant fun.

NHL 2001

Publisher> EA
Version> PAL **Issue**> #04
70

EA'd classic ice hockey sim looks the business, has a pile of options and extras, but it's character stat-heavy rather than letting you feel like it's your talent winning game.

KNOCKOUT KINGS 2001

Publisher> EA
Version> PAL **Issue**> #07
79

Beautifully captured, but incredible character models are compromised by some nasty graphical glitches which dilute the reality.

POOL MASTER

Publisher> Take 2
Version> PAL **Issue**> #05
45

Skimps in the areas it should be concentrating on, and isn't much more functional everywhere else. Not the most exciting game on PS2.

READY 2 RUMBLE: ROUND 2

Publisher> Midway
Version> PAL **Issue**> #04
82

BEST BOXING TITLE Anything that looks this good and makes you laugh demands attention.

RUGBY

Publisher> EA
Version> PAL **Issue**> #10
80

Although not exactly flawless, this plays a damn fine – if a little simple at times – game of rugby.

SKY SURFER

Publisher> Idea Factory
Version> PAL **Issue**> #06
29

Something that might make a diverting mini-game packaged up as the real thing. Awful.

SSX

Publisher> EA
Version> PAL **Issue**> #03
95

BEST SNOWBOARDING GAME *SSX* does for PS2 what *WipEout* did for PSone. Fast, groovy and very playable.

SURFING H30

Publisher> Take 2
Version> PAL **Issue**> #05
32

An initially brave move into a new area is shot to pieces by frustrating gameplay, linear levels and weak graphics.

SWING AWAY GOLF

Publisher> EA
Version> PAL **Issue**> #05
70

Not so good you'll weep, but a very relaxing, helpful, chirpy game of golf.

TIGER WOODS PGA TOUR 2001

Publisher> EA
Version> PAL **Issue**> #08
72

It captures the feel and emotion of golf perfectly – shame that the number of levels and characters are so limited.

UEFA CHALLENGE

Publisher> Infogrames
Version> PAL **Issue**> #12
56

It just doesn't feel like football – the occasional neat touch gets strangled by stilted animation and bizarre ball movement. Shame.

WINNING ELEVEN 5

Publisher> Konami
Version> NTSC **Issue**> #09
91

BEST FOOTBALL TITLE All we wanted was a version of PSone's *ISS Pro 2* – and we've got it. The best football game ever.

STRATEGY

KESSEN

Publisher> EA
Version> NTSC **Issue**> #05
74

Takes Japanese strategy into the major league and does a convincing job of recreating conflict in the 16th century.

UTILITY

MTV MUSIC GENERATOR 2

Publisher> Codemasters
Version> PAL **Issue**> #10
90

A Pandora's box, offering professional results to everyone. If there's music in your soul, this disc belongs in your PS2.

BUNCH O' FIVES: FIGHTIN'

There's no need to bottle up that seething rage. Get yourself something that'll purge it out of your system.

PlayStation 2
TEKKEN TAG TOURNAMENT
namco

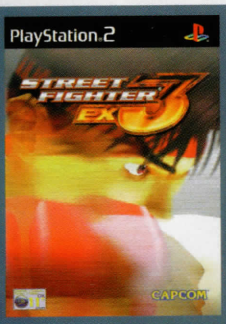
01 > TEKKEN TAG

Not the epic leap from *Tekken 3* that everyone expected – it's definitely more of an interlude before things go truly next-gen with *Tekken 4*. Technically, though, this is still the benchmark for one-on-one PS2 combat. Grrrr...

PlayStation 2
DOA2
DEAD OR ALIVE 2
TECMO

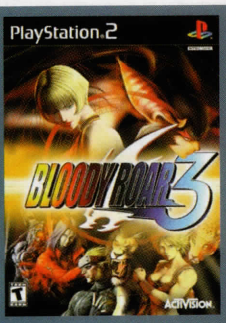
02 > DEAD OR ALIVE 2

A triumph of style over depth? While not being the most sophisticated fighter on PS2, it looks gorgeous and the instant gratification of simple moves hide some subtle complexities. The scenery busting's ace, but the breasts are embarrassing.



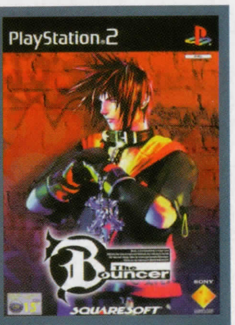
03 > SFEX3

It's 2D and doesn't look anywhere near as sprightly as most of the fighters here, but this remains an old-skool favourite with violence veterans. The tag system's solid and the meteor combos are spectacularly ludicrous. One for the purists.



04 > BLOODY ROAR 3

Getting your head kicked in by a giant mole's never been as much fun as this. The only real problem is who this is aimed at. It's a riot to play and, despite an intuitive combat system, it just can't hope to match *Tekken*'s finesse.



05 > THE BOUNCER

We started to suspect that something was up when Square insisted on seducing us with the glorious cut-scenes but neglected to show us any gameplay. Which is one-dimensional arse, in case you were wondering.

PS2
PlayStation 2
GRAN TURISMO 3
PlayStation 2 Racing Pack

Gran Turismo®3 ©2001 Sony Computer Entertainment Inc. All manufacturers, cars, brands and associated imagery featured in this game are trademarks and/or copyrighted materials of their respective owners. All rights reserved. Published by Sony Computer Entertainment Europe. Developed by Polyphony Digital Inc.

We'd like to acknowledge that the graphics in GT3 are nowhere near the standard of this photograph. They're far better.

PlayStation2/GT3 racing pack now available. www.uk.scee.com/gt3

GRAN TURISMO® 3
THE REAL DRIVING SIMULATOR
A-spec

150 cars, all with faithful styling, handling, and sound effects!
The most realistic racing game ever! Unbelievable graphics!
No exaggeration.

PlayStation®2
THE THIRD PLACE

PLAYSTATION®2 MAGAZINE

PSM2

PRO TIPS

プロ/ヒント

TRAINING YOU IN THE DARK ARTS OF PS2

トクセンジョウホウ

TURNING JAPANESE? WE'VE ALREADY INSTALLED THE PACHINKO MACHINE AND BOUGHT A CRATE OF POCARI SWEAT.

JOEL

With over 5,000 Kanji characters approved for everyday use by the Japanese government, becoming fluent enough to understand the plot of, say, *Tokyo Bus Driver* takes monk-like devotion. So what about an elaborately-plotted epic existing in a completely different world? You'd have to be insane... or Japanese, obviously – but *Final Fantasy 10* isn't out for a *year* in this country, and it seems almost criminal to deprive yourself of it for that long. Fill your respect buckets to the brim, then, for PSM2's Japanese correspondent, who's translated all the most important bits into a handy, at-a-glance guide to save the brains of you lucky devils with NTSC machines. We'll have you sobbing into your DualShocks with gratitude after you've made it far enough to see some amazing CG.

For everyone else, there's the essential second part of our obscenely comprehensive *GT3* guide. Marcus' madness has progressed to the point where he walks directly behind people on the street, claiming to be 'slipstreaming' them. Reap the benefits of his insomnia, lunacy and recent incarceration from pg104 onwards. PSM2 – your go-go infochunky guide to all that's great in the world of games – so desu-ne? **PSM2**

NEED HELP?

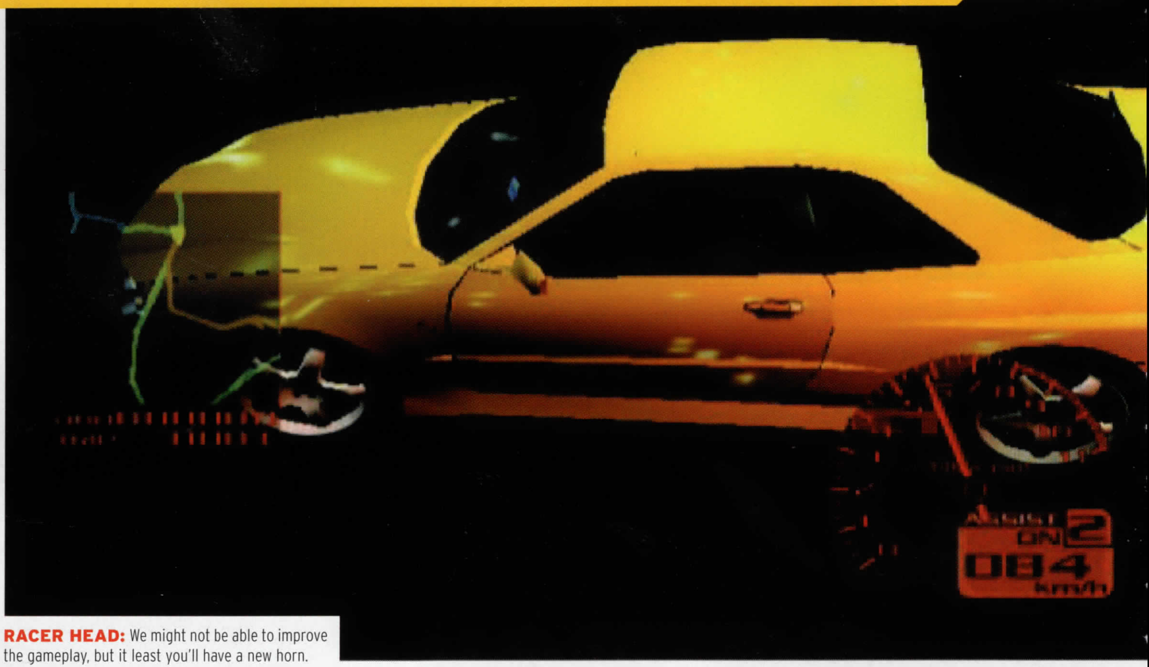
Are you cack-handed at *Kessen*? Boarding like a berk in *SSX*? Or have you got some advice you'd like to give to other readers? Then e-mail us at PSM2@futurenet.co.uk or write to us at the usual address.

PSM2 PRO TIPS ARE POWERED BY AR2 V2

PSM2'S MANIFESTO

PSM2's TIPS ARE: An in-depth guide to the games you need them for. We don't devote masses of space to hopeless games, because we know you won't be buying them. Instead, we'll cover every essential game in detail, but keep you up to date with all the things that entertain, challenge or amuse us in our everyday gaming.

PSM2's TIPS AREN'T: Lovingly reproduced pictures of dozens of identical cars, or instructions to 'block' in fighting games or 'ease off the gas' while you're driving. You know that, don't you?



RACER HEAD: We might not be able to improve the gameplay, but it least you'll have a new horn.

›the pick of what's new トクセンジョウホウ

HOT TIPS

Run into an implacable games iceberg? Jump in one of PSM2's tip-lifeboats and sail into the sunset.

TOKYO XTREME RACER: ZERO

If illegal street racing was this much fun... the streets would be a safer place. Relieve the tedium of this humdrum affair – ever so slightly – with a new horn and some rather snazzy wing-mirrors.

Change Horn to Siren

Select rear spoiler type 5 for R30 and R30M, to change the horn to siren.

Clean Pause Screen

When Pausing, press △+□ to remove the Pause menu.

Get a Special Nickname

Put a team sticker on the car you were driving for this team to get a special nickname.

Reset Records

In Time Record screen, hold down L1+L2+R1+R2 with START to reset the record data.

See Meters During Replay

When you're watching a replay, press SELECT to show the meters.

See Other Car in One On One

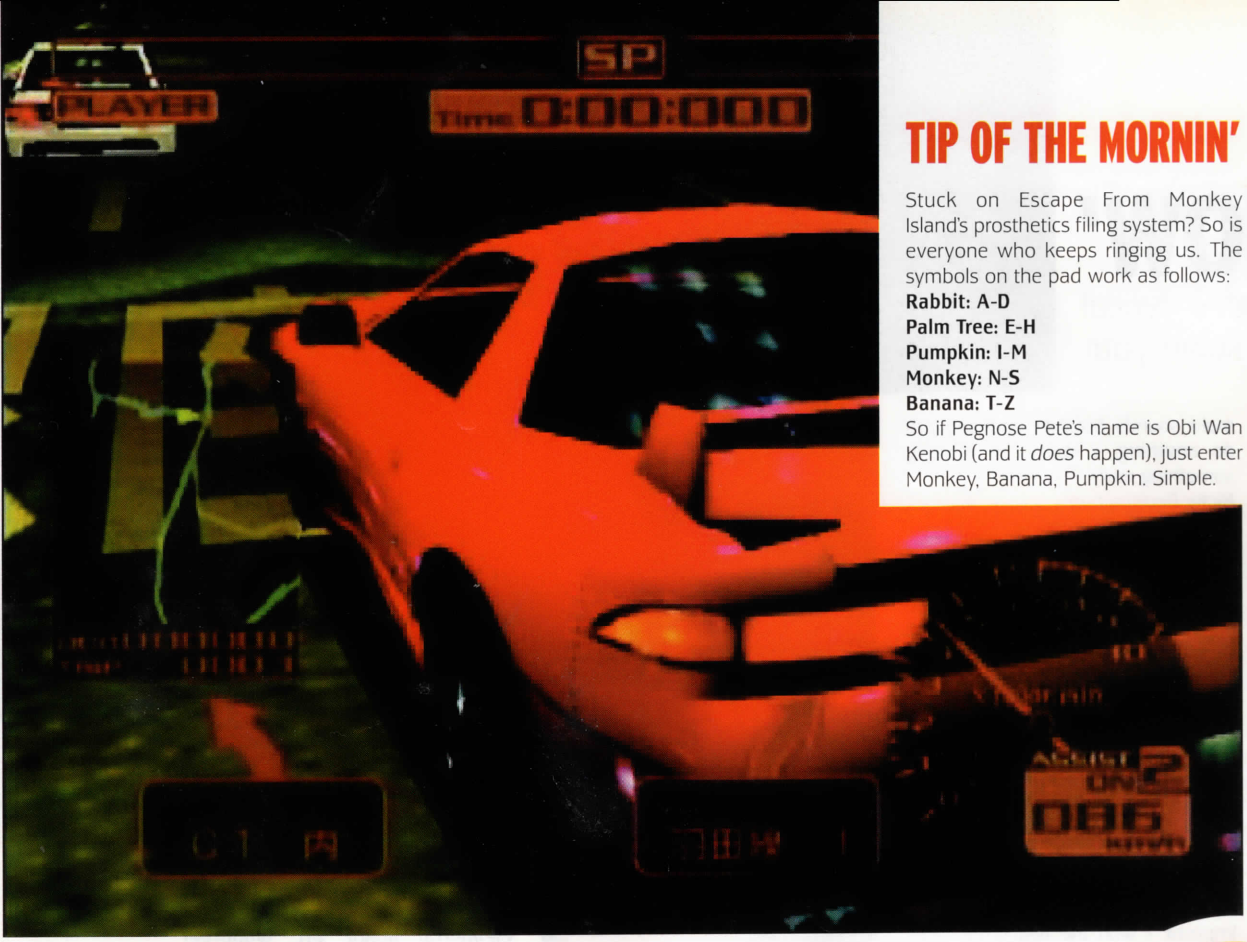
When you're battling a rival, hold down player one's □ button to show other cars on the course.

Show Mirror Ornaments

Hold down L1/L2/R1/R2 when selecting the 'Shift Assist' option to show ornaments in the driver view.

CITY CRISIS

Prefer rescuing fire-imperilled canines to hosing down soldiers with napalm? This is the game for you. Here's how to unlock those hidden extras.



TIP OF THE MORNIN'

Stuck on Escape From Monkey Island's prosthetics filing system? So is everyone who keeps ringing us. The symbols on the pad work as follows:

Rabbit: A-D
Palm Tree: E-H
Pumpkin: I-M
Monkey: N-S
Banana: T-Z

So if Pegnose Pete's name is Obi Wan Kenobi (and it *does* happen), just enter Monkey, Banana, Pumpkin. Simple.

RISKY INFERNO: Get yourself some invaluable help saving all those civilians leaping for their lives.

Unlock All Helicopters

Complete all of the Rescue missions to unlock Bat and Pork as playable helicopters in all modes.

Unlock Final Rescue Mission and Time Attack Mode

Complete all of the Chase missions to unlock the Final Rescue mission in Mission mode and Time Attack mode.

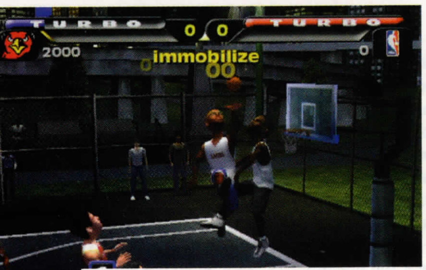
NBA STREET

Enter the following button combinations as they're indicated on the pre-game screen, then press the D-pad in any direction to activate them. Dunkalicious.

Infinite juice 2-0-3-0
No juice 1-4-4-3
Mega dunking 3-0-1-0
No dunks 3-0-1-2
More gamebreakers 1-4-3-2
Less gamebreakers 1-3-4-2
No gamebreakers 1-4-4-2
Springtime Joe "The Show" 1-1-0-1
Summertime Joe "The Show" 1-0-0-1
Athletic Joe "The Show" 1-2-0-1
Ultimate power 3-1-1-0
Mad handles 3-2-1-0
Super swats 3-3-1-0
Easy shots 2-1-3-0
Big heads 4-1-2-1
Tiny heads 4-2-4-2
Tiny players 4-0-4-0
Sticky fingers 3-4-1-0
Less blocks 3-1-2-3
Less steals 3-1-4-0
No alley-oops 3-4-1-2
No 2-pointers 3-3-0-3
No player indicators 4-0-0-4
No shot indicator 4-3-2-4
ABA ball 0-1-1-0
Beach ball 0-1-1-2
EA Big ball 0-1-4-0
Medicine ball 0-1-1-3
NuFX ball 0-1-3-0
Soccer ball 0-2-1-0
Volley ball 0-1-1-4
WNBA ball 0-1-2-0
Authentic uniforms 0-0-1-1
Casual uniforms 1-1-0-0
ABA socks 4-4-4-4
Explosive rims 1-2-4-0
Captain quicks 3-0-2-1
Harder distance shots 2-2-3-0
Player names 0-1-2-3
No auto replays 1-2-1-1
No HUD 1-4-1-2
No cheats 1-1-1-1

PRO TIP

It's possible to enter more than one *NBA Street* code as long as they don't contradict each other.



BUM BRUSH THE SLOW: Remember, there's nothing wrong with getting a little physical on the courts.

SOCCER TO 'EM: Make the basketball court a more familiar place by playing with a football.

›GUEST TIP ゲストヒント

MR T PITIES YOU

Once again, the PS2's mohawked moral guardian urges you to, y'know, play games *properly*. So, what about that *Sky Odyssey*, then...

Attention, fools. That jibba-jabberin' jackass Murdoch might like this game, but even he wouldn't cheat his way to gettin' all the planes. Still, to unlock every craft in the game – go to the aircraft selection screen and press □, ○, L1, R2 and SELECT. To make every mission instantly playable, go to the mission screen and press SELECT, ⊗, △, R1, R2 + L2. Just remember, Jack – I ain't going in no plane – and that includes any of them alien UFOs and crazy-ass gyrocopters. No, Hannibal, I ain't going! Come near me and I'll break off your...

Mr T has been overdoing it on the heavily-spiked lactose drinks. His views, obviously, do not reflect those of PSM2. Thank the Lord.

LISTEN, UP: This ain't the way to the YMCA - this is the road to the airport, Hannibal... ooh, milk.

ar2 V2

THE BEST NEW CODES FOR YOUR ACTION REPLAY 2

Remember, you *have* to enter the M code first, or the others won't work.

MDK2 Armageddon
(M)
EC87C0B8
1456E60A

Kurt – Infinite Health
1C867DD8
105A8DA5

Doc – Infinite Health
1C857758
105A8DA5

Hyde – Infinite Health
1C863BB8
105A8DA5

Freeze Time
3C897D6C
1456E7A6

Naked Kurt
3C8A8580
1456E7A6

CITY CRISIS
(M)
ECB6AC3C
1456E60A

Infinite Water Rockets
4CABC86C
1456E7A2

Lots of Points
4CABC570
1456B00C

Stop Timer
4CABC626
1456D83C

Infinite Water Cannon
4CABC872
1456F025

Stop Timer – Time Attack Mode
4CABC626
1456E73C

Infinite Health
4CACDF04
1456E51F

30 Saved – Final Rescue
4CABC5D4
1456E7AB

Zero Dead – Final Rescue
4CABC5D0
1456E7A5

FREAK OUT
(M)
EC88793C
1456E60A

Always have 10 points
4CFD77C0
1456E79F

GIFT
(M)
ECB586C4
1456E60A

Infinite Magic (on pick-up)
4CB3A22A
1456F025

Infinite Shadow Gun Ammo
4D192A34
1456E79F

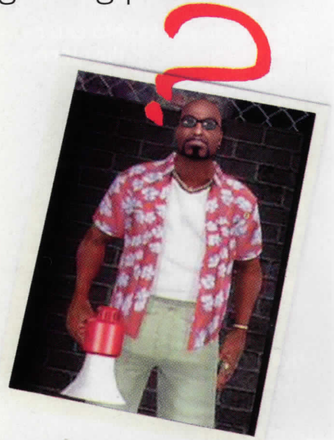
PRO TIPS
"TEST AN EXPERT GAMER"

TEST JOE 'THE SHOW'

This issue, *NBA Street*'s lyrical gangsta is on hand to solve your gaming problems.

マウスに500の回復
DYNAMIC
ルミー
ノオ
HP 539
MP 45
HP 253
MP 91

MICE AND EASY: Use your other characters to heal the party as you would in *FF*.



FUR FIGHTERS

Dear PSM2,
I got myself a copy of *Fur Fighters*, since you recommended it so highly. The problem is that I reached the museum and there was a puzzle that frustrated me. The puzzle is two magnetic rocks and one has a positive sign and the other has a negative sign. Sorry for your troubles and please help me.
Mohammed Hassan
Bahrain (Middle East)

Simple. Just push the two magnetic blocks together, and they'll cancel each other out. That's superfly, baby! Bring it home! Yeah.

Dear PSM2
Do you know how to get to the bridge with the final Chang baby on the Furry Forest level? I've tried jumping from the boat with Bungalow, but can't seem to make it. There are buttons on the boat that make sounds, but they don't seem to do anything. I know I'm missing something really easy here...
Nicky Beddingham
Leeds

Shoot the box under the rudder of the ship, and you'll get an engine part. Go to the ship with the movable box, move it and use Bungalow to jump to the other side. Yo! Yeah! Er... Yo! No?

VIGGO EVERYWHERE TOGETHER: Don't let those cheeky *Fur Fighters* puzzles fool you.

GRAN TURISMO 3

Dear PSM2,
I'm one of those people who jumped straight into Gran Turismo mode (I must get round to Arcade mode soon). I've won eight cars by playing the single races but I've just tried the Japanese Championship using my Impreza. I won the first three races saving the game after each one but I can't find a Load option, so I have to complete the whole championship or start it all again. Please could you tell me how I can load a saved championship game?
Paul Green
via e-mail

Um... it sounds patronising, but have you tried the Load option on the very first menu screen? Let me put on my game clothes, playa!

GRAN TURISMO 3
A-spec
Load Game
POLYPHONY DIGITAL
©2001 Sony Computer Entertainment Inc.

LOAD OFF YOUR MIND: Even if the Auto Load feature's working, it might be worth doing it manually.

EPHEMERAL PHANTASIA

I can't beat the fire boss near the Demon Reactor in *Ephemeral Fantasia*. Every time I hit the five monsters all that happens is that I replenish their lives. Can you possibly help me?
J Packham
Via e-mail

MONKEY NUTS: Remember, only talk to yourself once. Because twice would be crazy, right?

Remember, it's a *fire* monster. Unequip any items from your weapons that have the fire attack attribute. Also, don't use Rummy's Hard Punch or attack magic, as both will heal the creatures. Your best bet is to have two people go into defensive mode and take care of healing while Mouse uses his Charging Strike to take out the minions. When they're all gone, focus on the main boss, keeping one character as a healer. Yo! Special delivery! Dunkalicious!

DARK CLOUD

How do you beat the first form of the genie in *Dark Cloud*?
Gary Clarke,
Via e-mail

Hit the hands that pop up out of the ground, then when you've defeated them use someone with a long-range weapon and shoot the Genie as it launches fireballs at you. If you're using your elemental attribute, bear in mind that you'll need to change your weapon's magic to match the colour of the hand for your attacks to have any effect. Alternatively, just switch the elemental magic off. Wooo-ee! That's a sweet move, baby!

ESCAPE FROM MONKEY ISLAND

Dear PSM2,
I wouldn't normally bother you, but I've been stuck on *Monkey Island* for three weeks. I'm in the swamp, and I don't want to cause a time paradox by talking to my other self – but if I don't talk to him, I can't open the gate. Pleeease help – I'm going nuts.
Jamie Thornton
via e-mail

Hmm. You *can* talk to your other self *just once*, to ask him what number you're thinking of. After that you'll be able to open the gate, but make sure you've written down what he says, and what order he gives you the items in, or you'll cause a time paradox when you have to repeat his actions later on. Dinner is *served*, yo! No, I don't know what I'm talking about, either... don't even like basketball, really.

STUCK?
SHARE YOUR EXPERIENCES WITH PSM2

Next issue, we'll have an entirely new tipmaster at the helm – Revolver Ocelot or Sion Barzahd... possibly. If *you've* got a gaming conundrum and you'd like it answered by an obviously fictional character, send it to –

Test An Expert, PSM2, Future Publishing Ltd, 30 Monmouth Street, Bath, BA1 2BW. Or e-mail it to PSM2@futurenet.co.uk

BYTESIZE

NBA STREET: If the ball's loose – after, say, a fumble by one team – tap two turbos together to dive for it. Cunningly, the dive also counts as part of a trick combo, allowing you to string together some massive points.

FUR FIGHTERS: To unlock the Time Slice Camera simply complete the basket-ball mini-game at the Lower East Quack level. If you want to use it, just press START anywhere in the game for those Matrix-style moments.

THIS IS FOOTBALL: Don't forget that the shoulder buttons have a dual-action. We find that double-tapping R1 to kick the ball ahead of a quick player while running up the wings will get you behind most defences for a cross.

THUNDERHAWK: In most missions, unless you need special weapons, fill up with Firestorms and the 50mm cannon – you'll be able to trash almost anything you come across. The Firestorms especially are a godsend.

FREAK OUT: Use the landscape to propel Linda around a level – grab a bit of scenery using R1, then spin the right Analogue until you're near full elasticity, then release the Analogue stick for an elastic burst of energy.

THIS IS FOOTBALL: Remember that you can use R2 to initiate leg-snapping two-footed tackles or deliberate dives. Try the latter in the penalty area for an easy goal – but don't make it too obvious, or you'll be carded.

SPY HUNTER: When dropping oil slicks to put off any persistent pursuers, always veer across the full width of the road as you release it, otherwise they'll simply swerve around. Not what you want when the world's relying on you.

MONSTER MASH

The toughest bits of *Code: Veronica X* tend to be the bosses, so here's a quick guide to taking out the toughest of them.

The Tyrant
Slow when moving, but hellishly quick on the attack, you'll have to shoot the Tyrant until he's injured and then wallop him with the loading mechanism. Use your most powerful weapons, but don't be suckered into letting him get close. Don't throw the switch until he's bleeding, or you'll have to wait for it to reset again.

Albinoid
The mature Albino lives in water and never gets out of its place. It likes light. Basically, don't jump into the water or chase it. Try to stand on the platform, using a long-range weapon to aim down and shoot it when it surfaces.

Nosferatu
Alexia's dad's a tough one. If you've got the sniper rifle, three shots to the heart'll take him out, but remember – his tentacles can kill you instantly by pushing you off the ledge, and you can't use blue herbs to cure his poison.

Monster Steve
Get the herbs ready, since Steve can kill you with two hits. Apart from that, just hit the 180° turn button and run like buggery. There's no point in trying to kill him.

Alexia

1. In her first form, just don't get too close or she'll burn you to death instantly. Shoot her with something long-range until...
2. She starts firing little creatures and slashing at you with her tentacles. Grenades are key here, since they'll injure her and blow up her minions at the same time.
3. Finally, she turns into a flying monster that drops fire on you. Dodge it and use the Linear Launcher for a quick kill.

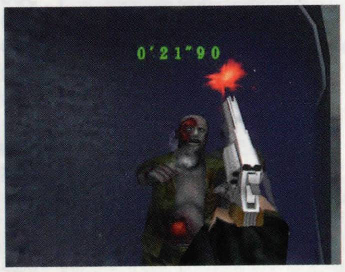
>SOUR WESKER トクセンジョウホウ

CODE: VERONICA X

There's always a reason for putting yourself through hell in a *Resident Evil* game, and *Code: Veronica*'s no exception.

With a bit of persistence and a barrel of Colombian coffee, *Code: Veronica X* isn't that tricky to complete. On the left, you'll find a guide to dealing with the bile-flinging bosses, but apart from that, you'll want to know where those hidden extras are.

The Battle Mode
After the tension and shocks of the main game, Battle mode's an opportunity to let off some steam – an infinite ammo kill-fest packed with meaty stress-relief. Each character plays the same game, but they have to achieve different times for an A rank, and all take on different bosses at the end. Claire fights Nosferatu, Alternative Claire takes on the Tyrant, Steve goes up against the Gulp Worm and Wesker and Chris fight different incarnations of Alexia. To unlock Battle mode, all you have to do is complete the game once, on any difficulty level.



MAGNUM O'PUS: Make short work of the advancing undead with the powerful .357.

The Sniper Rifle
Just after Alfred attacks you in the Antarctic Transport Terminal, you've got the chance to nick his sniper rifle. Grab it before you fight Alexander to make the battle much easier – then complete the game to unlock an FPS version of Battle mode

Claire

Claire's got a handgun and explosive-tipped darts. Use the bowgun, though.
A Ranking: 7 minutes.

Biker Claire

To get her, you'll need an A rank with normal Claire. She's got an assault rifle and grenade-launcher, but the latter's only useful when the enemies are grouped together.

Chris

He's got a shotgun, but using it's fairly pointless when you've got the stopping power of his .357 Magnum.
A Ranking: 8 minutes.

Steve

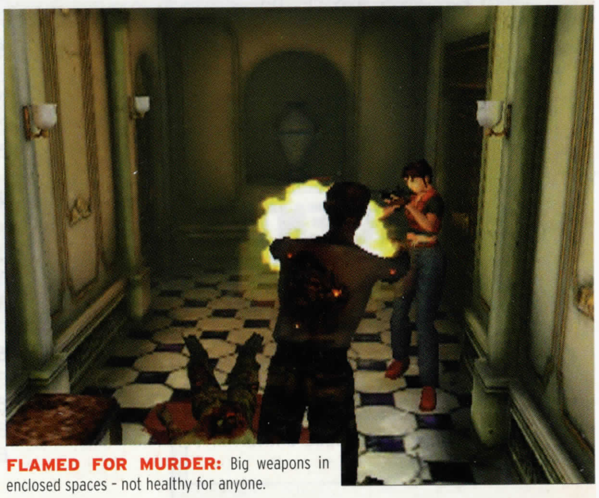
To play as Steve, pick up the Lugers in Replica Military Training Facility B. He's got a matching set of gold Lugers and twin sub-machine guns. Use the Lugers on the heads of zombies and machine guns on everything else.
A Ranking: 15 minutes.

Wesker

Beating Battle mode with Chris – whatever your ranking – unlocks the titanium-hard villain of the game as a playable character. As befits his T-Virus-enhanced physique, he's handiest with his ferociously powerful combat knife attack, although he can find a Magnum in the slot room. Save it for Alexia.
A Ranking: 1 hour.

The Linear Launcher

Getting an A rank with each character in Battle mode makes the fearsomely powerful Linear Launcher available as a weapon. It's worth bearing in mind, though, that even *equipping* it ensures you're not given a rank for your current run.



FLAMED FOR MURDER: Big weapons in enclosed spaces - not healthy for anyone.

PSM2 PRO-DOJO

Welcome to the Dojo – the place where gamers strive to join PSM2's hallowed order of experts. Join us, as we smear our pads in venom made from tree bark and frog juice, then invite our mates round...

NEXT ISSUE: GT3
Everyone in the world's playing GT3 – but to start off, we're keeping it simple. Send us your best Time Attack scores using the bog-standard Castrol Supra, and we'll print them next issue.

WIN! ACTION REPLAY

Look. We know you're a modest lot, but we like to know who we're giving away our, frankly, marvellous Action Replay kit to. Send us a picture of yourself, or you're not winning anything. Alright?

PROVE YOUR MASTERY!

At some point in their lives, everyone thinks about becoming a ninja – if only for the rather dashing outfit. Thankfully, sanity soon prevails and you turn your well-honed co-ordination to computer games instead.

In Pro-Dojo, we're taking it a step further. Send us genuine proof of your gaming genius, and we'll hail you from the roof tops. Send us a good enough video, and we'll stick it on the DVD.

Sorry? Appealing to your sense of honour and glory isn't enough for you? Right...

WIN THINGS!

As if being hailed as one of the country's foremost button-bashers wasn't enough, we'll reward the greatest achievements with Action Replay 2 cartridges.

GET FAME AND RESPECT!

Obviously, ninjas aren't too keen on revealing their faces - but as you'll have noticed, even Gamers Of The Month are subject to ridicule if they don't send photos in. And please, please *write your name on the back of it*, and put your scores on a copy of the entry form. There's nothing worse than having to piece together your scores from the six different scraps of paper held together with milk you've scrawled across. Some things even try the normally zen-like and unflappable challenge-ninja's patience. **PSM2**

HOW TO ENTER

You'll need to provide evidence of your achievements – see How To Prove It on pg84. Then just fill the coupon in, send it all off, and wait for the world to salute you as a gaming deity. This time, the closing date for entries is **Friday 14th September** – get those entries in.

SSX CHAMPIONS LEAGUE

TOP SCORES

Snowdream	**378,310**	**Mathew Bevan**
	364,000	Daniel Hurtley
	352,360	Marc McKeown
	348,700	Gavin Haywood
	345,535	Paul Woodall
Elysium Alps	**627,090**	**Mathew Bevan**
	608,200	Gavin Haywood
	570,560	Marc McKeown
	552,450	Tony Man
Merqury City	**515,500**	**Mathew Bevan**
	495,610	Paul Woodall
	486,975	Gavin Haywood
	446,040	Merqury City
	439,240	Ryan Smith
Mesablanca	**505,870**	**Mathew Bevan**
	380,081	M Dodsworth
	368,530	Marc McKeown
	357,100	Paul Woodall
	328,225	Ryan Smith
Tokyo Megaplex	**464,690**	**Mathew Bevan**
	449,245	Gavin Haywood
	384,495	Paul Woodall
	364,755	Daniel Hurtley
	360,370	Marc McKeown
Pipedream	**655,900**	**Mathew Bevan**
	648,380	Paul Woodall
	637,531	Gavin Haywood
	636,450	Justin Hope
	633,430	Paul Woodall

TOP TIMES

Snowdream	**1'48"15**	**Daniel Hurtley**
	1'56"23	Paul Woodall
	1'55"30	Iain Jackson
	1'57"48	David Barnard
	1'56"80	Paul Fletcher
Elysium Alps	**3'55"14**	**Iain Jackson**
	4'01"48	Daniel Hurtley
	4'08"35	Jack Pope
	4'09"32	Paul Fletcher
	4'13"56	Richard Hewat
Merqury City	**2'45"09**	**Paul Fletcher**
	2'55"30	David Barnard
	2'55"93	Richard Hewat
	2'55"67	Paul Herold
	2'57"43	Andy Roberts
Mesablanca	**2'16"21**	**Daniel Hurtley**
	2'22"82	Jack Pope
	2'23"01	Amanda Offord
	2'24"12	David Mulholland
	2'30"82	Iain Jackson
Tokyo Megaplex	**2'46"14**	**David Hipperson**
	3'09"53	Daniel Hurtley
	3'15"98	David Mulholland
	3'19"06	Paul Fletcher
	3'22"33	Paul Herold
Aloha Ice Jam	1'48"22	Lu-Hai Liang
	1'52"27	**Daniel Hurtley**
	1'53"57	Paul Fletcher

40
game time
+5 sec
time bonus
$ 522.54

CRAZY TAXI

ARCADE MODE

$23,321.17	**Aaron Conway**
$20,212.32	Ed Dawson
$19,100.92	Jon Dudley
$18,120.34	Doug Bradbury
$17,132.12	David Barnard

TEKKEN TAG TOURNAMENT

SURVIVAL MODE

400 Wins Paul and Jack-2	**Sung Jun Han**
370 Wins Law and Paul	Dion Verhoef
90 Wins Jin and Julia	Dan Atherton
89 Wins Gun Jack and Jack-2	Frank Donham
65 Wins Law and Paul	Jamie Cory

TEKKEN BOWL

300 Points Jin and Gun Jack	**Amir Chaumoo**
300 Points Brian and Julia	Amanda Offord
300 Points Bryan and Yoshi	Aaron Conway
300 Points Law and Paul	Sung Jun Han
300 Points Jack-2 and P-Jack	Craig Evans

TIME ATTACK MODE

2'09"26 Jin and Paul	**Allain Baillie**
2'41"80 Jin and Julia	Dan Atherton
3'11"40 Law and Paul	Sung Jun Han
3'59"22 Jin and Paul	Jamie Cory
3'56"70 Paul and Heihachi	Darren Heron

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DEAD OR ALIVE 2

SURVIVAL MODE

47 Wins	**Stephen Rutter**
43 Wins	James Cosgrove
31 Wins	David Johnson
28 Wins	Uche Okike
24 Wins	David Peacock

TIME ATTACK MODE

1'17"2	**David R Holt**
1'25"97	David Peacock
1'27"94	Alan Conell
1'59"74	Grant Jones
3'42"64	Stephen Rutter

MOTO GP

JAPANESE GP SUZUKA

2'02"900	**John Hamilton**
2'03"220	Ed Dawson
2'03"558	Jon Dudley
2'04"450	Doug Bradbury
2'06"178	Matthew Lebreton

FRENCH GP PAUL RICARD

1'15"936	**Jon Dudley**
1'16"810	Andrew Wynwe
1'18"292	Johan Persson
1'18"676	David Barnard
1'18"704	Matthew Lebreton

SPANISH GP PEREZ

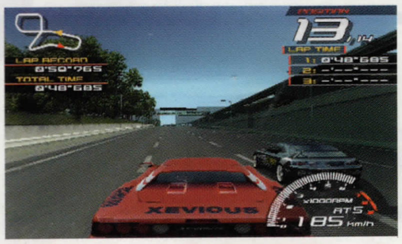
1'40"140	**Jon Dudley**
1'41"486	Andrew Wynwe
1'42"390	Paul Fawcett
1'42"528	David Barnard
1'42"670	Matthew Lebreton

BRITISH GP DONINGTON

1'27"372	**Jon Dudley**
1'28"336	Andrew Wynwe
1'29"986	David Barnard
1'30"686	Johan Persson
1'31"322	Thomas Quinn

PACIFIC GP MOTEGI

1'46"992	**Jon Dudley**
1'47"506	Andrew Wynwe
1'49"396	Paul Fawcett
1'49"496	David Barnard
1'50"008	Johan Persson



RIDGE RACER 5

PARKTOWN

0'47"159	**Roger Wilkinson**
0'54"599	Nick Reader
0'57"290	Matt Kerrigan
0'59"231	Doug Bradbury
0'59"298	Ed Dawson

OUTER PASS

1'04"244	**Roger Wilkinson**
1'12"526	Nick Reader
1'13"333	Matt Kerrigan
1'15"390	Ed Dawson
1'17"980	Doug Bradbury

ABOVE THE CITY

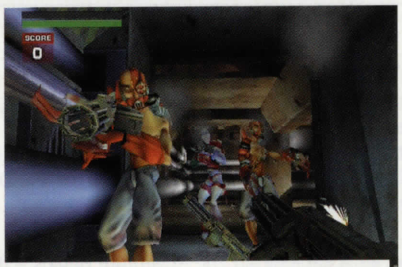
1'12"615	**Roger Wilkinson**
1'22"673	Nick Reader
1'23"345	Matt Kerrigan
1'25"235	Ed Dawson
1'26"312	Keith Townsend

BAYSIDE LINE

1'50"756	**Roger Wilkinson**
2'04"520	Nick Reader
2'07"900	Matt Kerrigan
2'10"656	Ed Dawson
2'11"234	Doug Bradbury

99 LAP RACE

1h 35mins	**Pete Stevens**
1h 37mins	Nick Reader
1h 38mins	Doug Bradbury
1h 42mins	Keith Townsend
1h 44mins	David Watts



TIMESPLITTERS

STORY MODE

Level	Top Times	
Tomb	**1'24"4** 1'53"6 1'54"5	**C Minshaw** David Peacock Steven Drew
Chinese	**1'55"7** 2'02"2 2'11"8	**Peter Nickson** David Peacock 'Joop' Cooper
Cyberden	**1'12"7** 1'15"7 1'16"2	**Michael Mitchell** Daniel McCabe Daniel Nizidek
Village	**0'29"9** 0'30"6 0'32"3	**David Peacock** C Minshaw Daniel Nizidek
Chemical Plant	**0"31"6** 0'33"3 0'33"8	**Daniel McCabe** 'Joop' Cooper Peter Nickson
Planet-X	**1'13"0** 1'16"1 1'16"3	**Peter Nickson** Daniel Nizidek 'Joop' Cooper
Mansion	**1'27"1** 1'29"0 1'38"3	**Michael Mitchell** Daniel McCabe Mark Danson
Docks	**1'13"5** 1'28"2 1'22"1	**Peter Nickson** Daniel McCabe Steven Drew
Spaceways	**1'01"0** 1'01"3 1'10"3	**Tim Preston** Daniel McCabe Daniel Nizidek

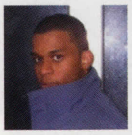
KUNG-FU GRIP OF THE MONTH

#05 THE BIRO CLENCH

Purists favour the double-finger drum, and lunatics recommend the sleeve-wrapped-around-a-finger technique, but for track and field games there's only one acceptable control method. Grasp a biro tightly then strum it across the buttons. CAUTION: This method might shorten your pad's life if used often.

›PLACES FOR FACES シフヨカ/

IN THE DOJO



MICHAEL MITCHELL
Good at *'Splitters*, and a dashing fellow too. The ladies must love Michael.

MATTHEW BEVAN
Godlike at *SSX*, but disfigured in a freak welding accident. Presumably.

DAN ATHERTON
Being born without a face didn't hinder Dan's prowess at *Tekken Tag Tournament*.

PETER NICKSON
Another *'Splitters* alumni falls prey to rare flesh-eating parasites.

DAVID R HOLT
David's strict upbringing has left him afraid that photos will take his soul. Sorry, David.

ar2 v2
for PlayStation 2
Unleash the power!

The senders of the five most significant scores each month – whether amazingly high or just showing extreme perseverance – will win this smart piece of kit, which not only lets you unlock hidden stuff in your game but lets you watch import DVD movies in full RGB!

TRAINING TIP OF THE MONTH

#06 ROCKETRY

They're invariably the most popular weapon in any FPS. But how to get the most from the rocket-launcher? Observe.

STEP 1:
The most vital skill in *Unreal* and *Quake* is the rocket jump. Aim at the ground. Shoot and jump *very* quickly. Voila – instant airtime for those hard-to-reach bonus items – or to get a height advantage.

STEP 2:
In *Quake*, you'll want to avoid aiming rockets directly at the opposition – instead, go for their feet or a nearby wall. You'll get them with the area effect.

STEP 3:
Finally, in *Unreal*, never underestimate the value of speculative fire. Hold down the button to rack up multiple rockets as you scoot around corridors, letting rip occasionally. If *you* don't know where you're firing, what chance to the other players have of avoiding a face full of high explosive?

BLACK BELT CHALLENGES

STUDENT

STAR WARS: STARFIGHTER

The Challenge: Come first in the Canyon Sprint bonus mission. You'll need a near-flawless run to beat Essara.

The Proof: A photo of the Mission Complete screen – with the Beat Essara screen ticked on it.

The Tip: Use the OVERSEER and MINIME codes to unlock the Darth Maul Interceptor and make yourself invincible. You'll still need to be pegging it.

SKY ODYSSEY

The Challenge: Get an A Ranking on The Adventure Begins – the game's first level. To do that, you'll have to come in under the time limit, as well as not going up in a ball of flame. Tricky.

The Proof: A photo of the assessment screen with your rating on it.

The Tip: If you can get the extra planes, you're welcome to use them. But we haven't yet found anyone man enough to pilot the Shinden Kai through the canyons at full pelt.

SENSEI

SSX

The Challenge: Complete Mesablanca – the best course for pure racing – in 2 minutes, 50 seconds. You're allowed to use the Unlock Everything cheat to max out your character's stats.

The Proof: A photo of the hi-score table with your time on it.

The Tip: Refer to our guide in PSM2#04 for a complete run-through. And veer right near the second Danger sign to get the complete rail short-cut.

TEKKEN TAG TOURNAMENT

The Challenge: Get a score of 280 or higher in a game of *Tekken* Bowl. You can use whichever characters you like.

The Proof: A photo of the results screen, with your characters on it.

The Tip: Use a power character as your first bowler, and a control character as your second – Paul and Ling are a good combination.

RAYMAN REVOLUTION

The Challenge: Complete the game with more than 900 Lums. That means you can miss 100. Aren't we kind?

The Proof: A photo of the screen showing you how many Lums you've collected… with more than 900 on it. Obvious, really.

The Tip: You'll only get a couple of hundred Lums by scooting straight through the game – revisit areas you've already completed to get them all.

DEAD OR ALIVE 2

The Challenge: Get more than 12 Wins in Survival mode with any character. You can even use Tengu and Bayman, if you've unlocked them.

The Proof: A photo of the hi-score table with your initials on it.

The Tip: Check out our guide to the game in PSM2#06 – and we'd recommend using Jann Lee, as he's absolutely nails.

PSM2 MASTER

MOTO GP

The Challenge: Complete a lap of Donington in less than 1 minute 33 seconds.

The Proof: A photo of the records screen, or a photo of the in-game screen with your lap times on. Either's just as good.

The Tip: You'll probably want to unlock the Honda NSR500 before you even try this.

RIDGE RACER 5

The Challenge: Unlock the Super Drift Caddy by beating it in Duel Mode.

The Proof: A photo of the car selection screen with the Caddy on it.

The Tip: You're allowed to use another Duel Car if you've already unlocked that – the VW Beetle's probably easiest. You'll never beat the Caddy on the flat, so this one's all about precise cornering.

TIMESPLITTERS

The Challenge: Complete the Spaceways level on the Normal Difficulty setting in less than 1 minute 20 seconds.

The Proof: A photo of the level selection screen, with your record time listed under the Normal section on Spaceways.

The Tip: Refer to our guide in PSM2#04, strafe a lot and ignore the medikits.

Z.O.E.

The Challenge: Get an overall ranking of A by completing the game. You'll have to play on either 'Hard' or 'Very Hard' to have a chance.

The Proof: A photo of the post-game ranking screen with either an A or S ranking on it.

The Tip: If the fighting gets a bit frenetic and you're surrounded by buildings, close with your opponent, grab him and steer him towards orbit. It's the only way to save the poor civilians.

ENTER THE DOJO

To be a true gaming master, you've got to be able to face any challenge. Which is why we've concocted this array of tests – the PS2 equivalent of Daley Thompson's Decathlon. Together, they represent every type of game on the PS2 – fighting, driving, shooting things and leaping about. If you can manage at least three of them – or otherwise impress us with your high-scoring greatness – we'll add you to the graduates of our dojo. We'll also print a 20-word message of your choice. Why not announce that long-standing crush in the one place the object of your affections is *bound* to see it?

3 CHALLENGES – 1st DAN
5 CHALLENGES – 2nd DAN
7 CHALLENGES – 3rd DAN

THE RULES

To enter, just send us a completed entry form with the required proof. If you don't fancy cutting up your copy of PSM2, photocopies are fine.

The address to send those entries is PRO DOJO, PSM2, FUTURE PUBLISHING LTD, 30 MONMOUTH ST, BATH, BA1 2BW. And remember, we put the mag together quite a while before it comes out, so don't be dismayed if your score doesn't get printed a week after you send it in – it'll be in the next issue.

If you're allowed to use cheats, we've mentioned it in the challenge. Otherwise, foul play invites instant blowfish-venom-tipped-blowdart retaliation. We know a doctored score when we see it.

Unfortunately, we can't return photos or videos.

Make your messages as nutty as you like – everyone else has – but don't make them abusive or threatening. That's bad.

HOW TO PROVE IT

Taking photos

The best bet's to turn off or cover up your camera's flash – it'll reflect off the screen – and draw the curtains. If you want to e-mail us a GIF/TIFF/EPS, whatever, that's fine – but we'll be able to tell if you've altered them. Play fair.

Taking videos

Is even simpler – just connect your PS2 up through the video, and get five seconds or so showing each screen. Easy.

SPECIAL CHALLENGE

METAL GEAR SOLID 2

The champion has fallen – but the challenge continues. Get those entries in.

Despite his imposing glare, Ryan Tucker's been toppled from the MGS2 throne by a host of pretenders. So it's hello to Dean Pereira, whose nimble feet and itchy trigger finger put him at the top of the charts.

THE RULES

- We need video evidence showing you going through your run. Set it going on the main menu, and don't shut it off until Olga hits the deck.
- If you've already entered, don't worry – your score still counts.
- Play with Radar Type 2, on the normal difficulty level.
- If you don't include a completed entry form – or a copy of it – with your entry, *your score won't count*. We'll only be checking the winning entries, not watching everyone's videos with a stopwatch.

METAL GEAR
H.Kojima

THE TOP TEN

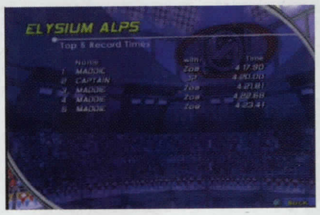
Name	Time	Shots
1 **Dean Pereira**	**1:39**	**4**
2 Hai Hoang	1:40	6
3 Ryan Tucker	1:43	4
4 Peter Mulli	1:49	4
5 James Baird	1:57	4
6 Thomas Hibbert	2:00	5
7 Niv Shafran	2:04	4
8 Luke Armillei	2:08	7
9 Nick Reader	2:11	5
10 Paulo Lopes	2:14	4

DOJO GRADUATES

Welcome to the Dojo – the place where gamers strive to join PSM2's hallowed order of experts.

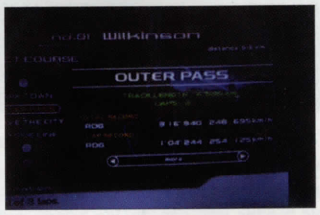
FIRST DAN

Cory Harrold
Whatever happened to Rich Pelley? *(He's gone to Australia – PSM2)*



Madeleine Langford
Now I know that there's a competition, I'll start practising.

Dan Harold
If Tina S-Club's reading, I'd like to offer her my hand in marriage. Any chance?



Paul Fletcher
Buy this mag! It's too good for words!

Ryan Tucker
Can you please ask my brother to turn up for work more often than he does? That'd be a great help.

Daniel Hurtley – My fingers are not just a part of me, they are part of the controller.

Roger Wilkinson
Can anyone touch my *Ridge* times? What's wrong with everyone? *RR5* was a launch game, too!

SECOND DAN

David Peacock
Ally: Woof! Woof! Do you want a chicken-stick, Bonnie?
Bonnie: No. Woof! I'm sick of eating everything.
Ally: OK. *(We're as confused as you – PSM2)*

RECORDS
GREATEST SURVIVORS
54 WINS
54 WINS
32 WINS
JAC
JAC
JAC
JAC
JAC
LAU

Aaron Conway.
If only I had the other games, David Allen wouldn't even look mediocre. "Our purpose in life is not to die, it is simply to live." – Howard Marks.

no.69 DAZZA
VIEW CAR
(PRESS START FOR DEMO)
Information

Darren Long
(Didn't send us a message, despite putting in a sterling effort - PSM2)

Steven Drew
Cheers! Have fun trying to beat my scores! I would like to thank PSM2 for giving me this opportunity to show my greatness.

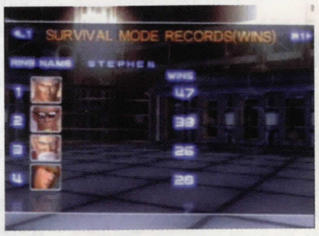
THIRD DAN

David Allen
I am the greatest gamer of my generation.

Duncan Price
If anyone needs a tester, let me know – I've also done programming and design.

Paula Gamble
Sniff, sniff – What's that I smell? Ah yes, the sweet smell of SKILL!

Iain Jackson
Looks like I'm getting good at this!! By the way, can I have a job at PSM2, please? *(No. Sorry - PSM2)*



Mathew Bevan
Welcome to the real world.

Kevin Peacock
I am the daredevil of Ridge City. Can anyone beat me?

Jamie Cory
The games *Tekken*, *Soul Calibur* and *MGS* rock, and if you don't buy them then God help you.

Grant Jones
I'm the Solid Snake of gaming.

ENTRY FORM

Dear PSM2,
I'd like to join your order of shadow warriors. I've got my own blowpipe and everything.

Name .... Age ....
Address ....
....
....
....

I've got the following scores...

Game Score
....
....
....
....
....
....

MGS2 Challenge...
Ranking: Time: Shots fired:
Clearance code:

And I've also completed these challenges...

SSX ☐
Sky Odyssey ☐
Tekken Tag Tournament ☐
TimeSplitters ☐
Rayman Revolution ☐
Star Wars: Starfighter ☐
Dead Or Alive 2 ☐
Moto GP ☐
Z.O.E. ☐
Ridge Racer 5 ☐

And my message to the world is...

....
....
....
....
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....
....
....

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

GRAN TURISMO 3

PART 2 DRIVING SCHOOL

Slip on your overalls and grease those bearings, Gran Turismo® 3: A-Spec The Official Winners' Guide shows you round the garage and that vital S-Licence.

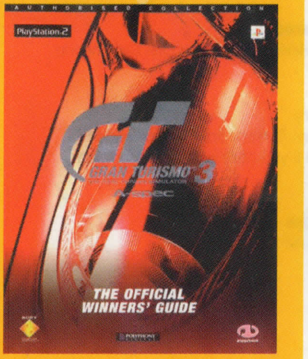
GRAN TURISMO 3
THE REAL DRIVING SIMULATOR
A-spec

AIM OF THE GAME

The racing line's etched on your brain as if by a surgical laser, and slipstreaming's become more natural than eating – but you're still having trouble in GT mode. Why? Well, you're probably not getting the most out of your car. Here's how to succeed in the unforgiving world of Gran Turismo mode.

S-CLUB PARTY

Since it's so verdammt difficult, we've also provided the official strategy guide to getting that coveted S-Licence. It'll take nights off your life, but the satisfaction to be had from gaining it's unparalleled. Drive safely now, y'hear?


AUTHORISED COLLECTION
PlayStation 2
GRAN TURISMO 3
A-spec
THE OFFICIAL WINNERS' GUIDE

Brought to you in association with **Gran Turismo® 3 A-Spec The Official Winners' Guide** published by Piggyback and available in the shops for only £9.95.

WIN ON-LINE!

The Gran Turismo® 3: A-Spec European Winners' League is now on-line at *www.authorisedcollection.com*. This competition will run for five months and is open to all Gran Turismo® 3: A-Spec players from PAL territories. Each month a new set of tracks will be unlocked on the site, and registered users invited to input their fastest lap and race times. The player who puts in the best overall performance across the entire track set will be the winner – netting superb prizes.

TUNING TIPS

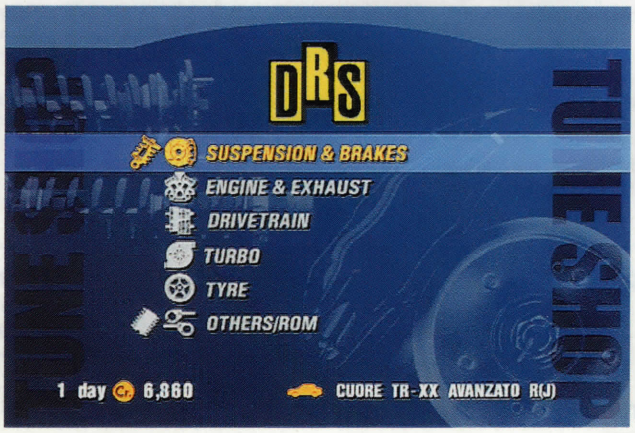
You'll find lots of tuning parts in the Tune Shop, all of which can be acquired and used to upgrade your vehicle. But take care: not all parts are intended for all cars – and they won't benefit all cars equally.

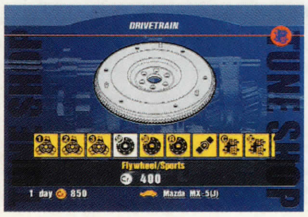
Remember that the tuning parts are always tailored to the car currently selected. Although you can remove parts purchased for a specific vehicle, you cannot use them for other cars in your Garage.

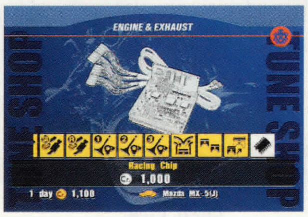
You can acquire a total of 44 tuning parts, divided into six categories: Suspension & Brakes, Engine & Exhaust, Drivetrain, Turbo, Tyre and Others/Rom. Once you've selected a part from a category, just press the ⊗ button and the next screen will appear. As well as a brief description of the part, you'll find details on how the part in question may improve your engine performance (expressed in BHP). If you decide to go ahead and purchase the tuning part, you can have it installed in your car immediately... so you'll automatically benefit from its effects during the next race.

In the event that you already possess a similar tuning part (e.g. another Exhaust and Air Cleaner), the old one will be removed, and you can access it again by going to the Settings menu. This means you can decide before each race whether you'd like to try your luck with the Exhaust and Air Cleaner/Sports or the Exhaust and Air Cleaner/Semi-Racing.

You should also remember that some tuning parts only reach their full potential in combination with others. For example, an Intercooler supports a Turbo Kit. After all, it makes no sense to install a large exhaust such as an Intercooler in a car with a low-performance engine.


DRS
TUNE SHOP
SUSPENSION & BRAKES
ENGINE & EXHAUST
DRIVETRAIN
TURBO
TYRE
OTHERS/ROM
1 day Cr. 6,860
CUORE TR-XX AVANZATO R(J)

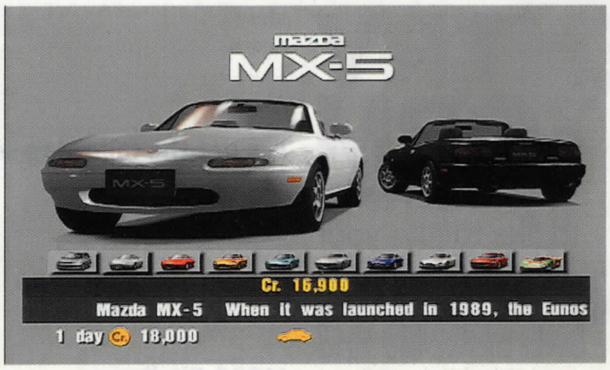

DRIVETRAIN
TUNE SHOP
Flywheel/Sports
Cr. 400
1 day Cr. 850
Mazda MX-5(J)


ENGINE & EXHAUST
TUNE SHOP
Racing Chip
Cr. 1,000
1 day Cr. 1,100
Mazda MX-5(J)

TIP ON BUYING TUNING PARTS

If you're not sure that buying a tuning part will have the desired effect, save your game on a Memory Card. This will enable you to reload your previous Game Status, ensuring that you don't end up spending money on an unnecessary part.

After acquiring a new tuning part, it's a good idea to take your car for a test drive. Always take care to select the same conditions for this, e.g. one of the three Time Trials available in Machine Test. Or you can go to My Home and select a Free Run.


mazda
MX-5
Cr. 16,900
Mazda MX-5 When it was launched in 1989, the Eunos
1 day Cr. 18,000

When you start off in Gran Turismo mode, you should buy the Mazda MX-5 for 16,900 Cr.

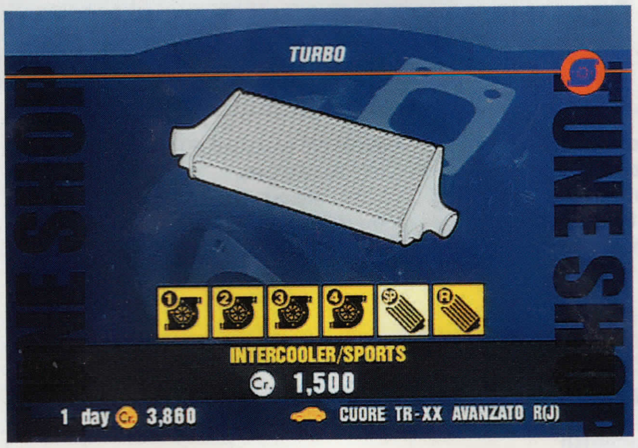
TUNING SUGGESTIONS

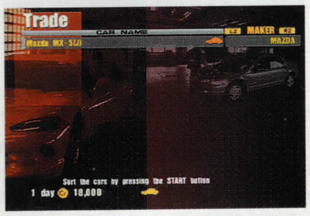
These depend on your car – as you cannot acquire all parts. You should also remember that prices are only approximate, since costs vary slightly depending on the car in question. Don't forget that you can also buy additional updates of certain tuning parts. For example, if you've carried out Lightweight/Stage 1, there's no reason why you shouldn't also carry out Lightweight/Stage 2 and Lightweight/Stage 3.

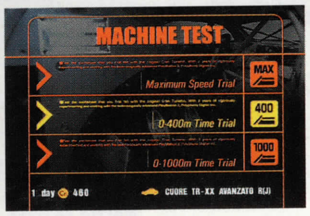
The same applies to Turbo Kits, NA Tuning and LSD. In fact, in these cases there's no need to start with the lowest level: you can select a higher update from the beginning.

A top tip is to carry out an oil change in GT Auto (only in Gran Turismo mode), your current vehicle's horsepower (BHP) figure will increase by 5%. Just go to Garage in My Home, select a car and display the BHP figure using L2 or R2. Make a note of the figure and go to GT Auto. Select the Oil Change option costing 250 Cr and then return to your Garage. You'll see that your vehicle's BHP figure has increased. The average increase is 5%, but it may be slightly more or slightly less, depending on the car in question.

You should change oil around every 300 km – the benefit of the BHP increase dissipates after that distance.







SOME GENERAL POINTS ABOUT SETTINGS

You can change your vehicle's settings before each race in Gran Turismo mode, as well as in My Home. In contrast to tuning parts, which can only be installed or removed in their entirety, the settings represent a kind of 'fine tuning'. Armed with an imaginary screwdriver, you can adjust screws and valves to ensure that your car is optimally prepared for the track ahead. Meaning you can improve certain driving features while eliminating a few minor weaknesses.

However, take care that you first have a clear idea of the direction in which you wish to change your car. Arbitrary fiddling with the settings can quickly result in disaster. Your best bet is to make a note of your initial settings, or simply store them on your Memory Card, ensuring that you can easily restore the original settings, if things go wrong.

You can change settings in respect of 18 vehicle components in the following categories: Suspension, Drivetrain, Brakes and Others/ROM. You generally move a form of knob to the right to enhance or increase a setting. Alternatively, you can move the knob to the left to lessen or decrease the setting. When it comes to the Gear Ratio setting, a 'visual' helps clarify matters.

After you have changed your settings, it's vital that you take your vehicle for a test drive. Always take care to select the same conditions for this, e.g. one of the three Time Trials available in Machine Test. Alternatively you can go to My Home and select a Free Run.

GETTING A GOOD DEAL ON NEW CARS

The Trade function in My Home (in Gran Turismo mode) allows you to take a look at the Garage data on another Memory Card – for example, that of a friend. You can acquire each car in this other Garage in the form of a 1:1 copy at the normal retail price. But that's not all – any tuning parts, which may have been installed, are also included in the price. You can make use of this in various ways:

ACQUIRING A SLIGHTLY TUNED CAR AT A RETAIL PRICE OF LESS THAN 18000 CR.

When starting out in Gran Turismo mode, buy a vehicle of your choice, but don't spend the initial 18000 Cr. Use the rest of the money to tune your car and/or carry out an Oil Change in GT Auto. Then save your game and insert the Memory Card in Slot 2.

Now restart the PlayStation 2 and go back to Gran Turismo mode. Using the Trade function, load the game you just saved and buy a copy of the aforementioned car at the normal retail price. The vehicle still has all its tuning parts, and its BHP figure has been increased by the oil change. Using any remaining money, you can upgrade the car a little more. The next time you save, you simply overwrite the previous save game.

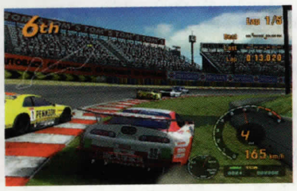
ACQUIRING A HIGHLY TUNED CAR FROM A FRIEND AT A RETAIL PRICE OF LESS THAN 18000 CR.

You can do this when starting off in Gran Turismo mode, if your friend already has a tuned vehicle, which cost less than 18000 Cr new. Using the Trade function, you can now acquire a copy of this car… and the tuning parts are thrown in for free.

ACQUIRING A HIGHLY TUNED CAR FROM A FRIEND, REGARDLESS OF RETAIL PRICE

In this situation, you have already completed some races with a car of a specific drive type. Meanwhile, your friend has bought a car with a different drive type and tuned it. In order to participate in a race, which requires your friend's drive type, just use the Trade function. You can now acquire a tuned vehicle with the required drive type at a good price.

4th
Lap 1/5
Best
Last
Lap 0'55.040
4
181 km/h



6th
Lap 1/5
Best
Last
Lap 0'02.020
BRIDGESTONE
START
MICHELIN
2
71 km/h

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

YOUR GAME STATUS

You can call up your Game Status in My Home (in Gran Turismo mode). Take a look at it to find various details, including a percentage figure with the note 'Complete'.

The 'Complete' percentage figure represents the number of License Tests, races and other challenges, which you have already mastered. To achieve 100%, The individual criteria are:

- **Passing the 48 License Tests – regardless of whether you take home gold, silver or bronze**
- **Achieving 1st place in all races in Gran Turismo mode.**
- **Achieving 1st place in all 36 Single Races in Arcade mode at difficulty level Hard.**
- **Achieving 1st place in all ten Time Attacks in Arcade mode.**

GT-ONE Race Car(TS020)

GT-ONE Race Car(TS020)

PENNZOIL NISMO GT-R JGTC(J)
199
km/h

BONUS CARS FOR SPECIAL ACHIEVEMENTS

The following two tables illustrate how you get bonus cars for special achievements. For your information, Arcade mode bonus cars are only available in the Arcade mode. For the bonus cars obtained in the Gran Turismo mode, you can also access them in Arcade mode via the Load Garage menu. You obtain additional bonus cars in the Gran Turismo mode races. We've had a lot of interest in the so-called 'F1' cars. They're not F1 cars at all – you'll find them under Polyphony Racing Cars.

The Polyphony Racing Cars are of particular interest, because they have been specially created by the programmers as racing machines. They're so secret that you won't even find them listed in the official guide's Cars chapter.

BONUS CARS FOR GRAN TURISMO MODE

Obtain gold in all Domestic A License Tests.	**Mazda RX-8**
Obtain gold in all Domestic B License Tests.	**Mazda MX-5 1.8i**
Obtain gold in all International A License Tests.	**Aston Martin Vanquish**
Obtain gold in all International B License Tests.	**Nissan Z Concept**
Get gold in all Rally License Tests.	**Subaru Impreza Rally Car Prototype**
Obtain gold in Special-Level License Tests	**Dodge Viper GTS R concept**
Reach 1st Place in all Beginner League races.	**Mitsubishi Lancer Evolution V GSR**
Reach 1st Place in all Amateur League races.	**Chrysler Viper GTS R Team Oreca**
Reach 1st Place in all Professional League races.	**Polyphony Racing Car**
Reach 1st Place in all Professional League races.	**Suzuki Escudo Pikes Peak Version**
Reach 1st Place in all Endurance Races.	**Polyphony Racing Car**
Achieve a Complete Game Status of 50%.	**Chevrolet Corvette C5R**
Achieve a Complete Game Status of 75%.	**Mazda 787B**
Achieve a Complete Game Status of 100%.	**Polyphony Racing Car**

BONUS CARS FOR ARCADE MODE

When you reach 1st Place in all Time Trials in Arcade mode.	**Panoz Esperante GTR-1**
Reach 1st Place in all A-Area courses in Normal mode.	**Mazda MX-5 (89)**
Reach 1st Place in all B-Area courses in Normal mode.	**Audi TT 1.8 T quattro**
Reach 1st Place in all C-Area courses in Normal mode.	**Mazda RX-8**
Reach 1st Place in all D-Area courses in Normal mode.	**Nissan Z Concept**
Reach 1st Place in all E-Area courses in Normal mode.	**RUF RGT and TVR Tuscan Speed Six**
Reach 1st Place in all F-Area courses in Normal mode.	**Dodge Viper GTS R concept and TVR Speed 12**
Reach 1st Place in all A-Area courses in Hard mode.	**Nissan C-West Räzo Silvia**
Reach 1st Place in all B-Area courses in Hard mode.	**Lancia Delta HF Integrale Rally Car**
Reach 1st Place in all C-Area courses in Hard mode.	**Gillet Vertigo Race Car**
Reach 1st Place in all D-Area courses in Hard mode.	**Pagani Zonda Race Car**
Reach 1st Place in all E-Area courses in Hard mode.	**Nissan R390 GT1 LM Race Car and Panoz Esperante GTR-1**
Reach 1st Place in all F-Area courses in Hard mode.	**Mazda 787B and Toyota GT-One Road Car**

THE S-TEST

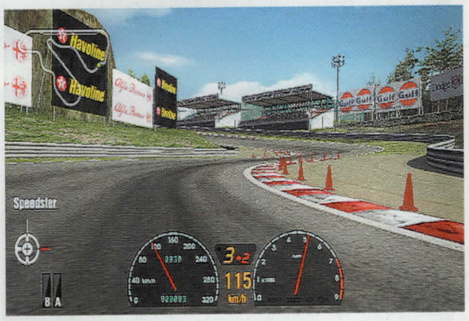
S-1 APRICOT HILL TIME ATTACK

This first test is more or less intended as a warm-up. Despite the first extended left corner followed by a right/left corner, the hairpin corner in the middle course section and the chicane (which follows almost immediately), you shouldn't have much trouble taking home gold, silver or bronze. In addition, your car doesn't have too much horsepower, so you should be able to master the first 'tricky section' safely – anyway, you're already familiar with this section from test IB-8.

Approach the hairpin corner from far outside, reduce your speed shortly before reaching the left curb, and then steer sharply in. You'll have to reduce your speed at the chicane and steer in from the outside early on. Take your foot off the gas in order to re-orientate your car and leave the chicane as quickly as possible.

Speedster
165
km/h

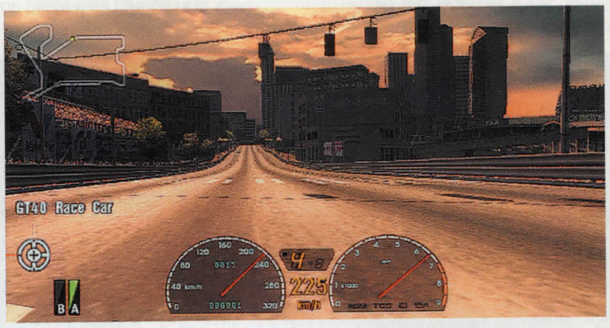
Speedster
130



S-2 SEATTLE CIRCUIT 2 TIME ATTACK

This test is something of a challenge: with its long straights and sharp corners, the Seattle Circuit is one of the most difficult courses in *Gran Turismo 3*. Cast your mind back to tests A-7, IB-3 and IB-4, in which you already became acquainted with this course – although admittedly from another driving perspective.

Take the time to drive a few practice laps in order to thoroughly familiarise yourself with the course and get to know the driving features of your Ford GT40. Since the car is prone to understeering, you must brake sharply before corners, and take care not to accelerate again too early. So look out for an early brake point before taking sharp corners – you'll reap the rewards.



S-3 TRIAL MOUNTAIN TIME ATTACK

Sections of this course will also be familiar to you from previous tests. When taking tests B-8 and IA-2 you got to know the difficult section between the rock formation and the long tunnel, and you also dealt with the chicane at the end of the course. After the tunnel already mentioned, the last hurdle on this course is really the extended hairpin corner at the end of the long straight.

Since the Mazda MX-5 is not known for its acceleration capabilities, you should only take your foot off the gas when necessary. Especially on the incline following the extended hairpin corner you'll find that your car is struggling, so take care to drive through the corner at top speed and make use of each millimetre to accelerate early on. Otherwise you'll be crawling up the hill at a snail's pace.

S-4 MIDFIELD TIME ATTACK

You're already familiar with the Midfield course from tests A-3, A-6 and A-8. Cast your mind back to the first extended right corner, the sharp right corner before the tunnel followed by the long left corner, and of course the chicane followed by the hairpin corner.

The only feature which may seem new is the gentle left/right corner behind the last tunnel. Using as few steering movements as possible, drive almost straight through and make use of the curbs on either side.

Since your car is stable on the road, you shouldn't have any problems. You'll simply have to get used to the high speed of the NISMO GT-R, which means that you must brake a little earlier before corners.

PENNZOIL NISMO GT-R JGTC(J)
240
km/h

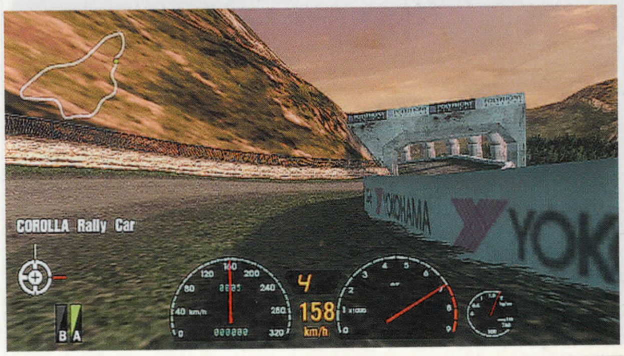
S-5 SS ROUTE 5 (WET) TIME ATTACK

You haven't come across the SS Route 5 course in previous tests, but you have driven on wet tracks before – think back to tests IB-1 and IB-2. Luckily, your car doesn't have too much horsepower, so your tyres will retain a degree of grip even in corners.

In principle there's only one way of braking on this course and driving safely through the corners: take your foot off the gas.

Your brakes only come into their own when it comes to the hairpin corner in the north-west and the subsequent right/left chicane. Approach the chicane from the left, and steer into it at reduced speed. Then head for the corner at the front right, and pass close by it. Afterwards, make use of the full track width, in order to steer into the next right corner from the outside.

GRAN TURISMO
THE REAL DRIVING SIMULATOR
PEUGEOT
COROLLA Rally Car
131
km/h

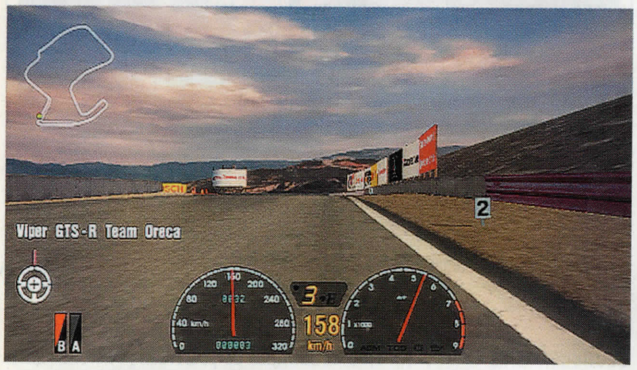


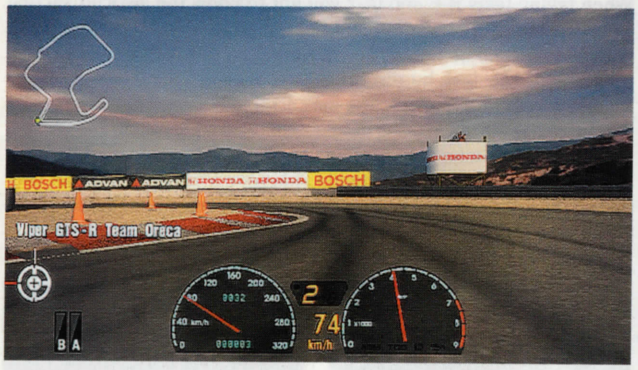
S-6 LAGUNA SECA TIME ATTACK

There's no doubt you've already developed a love-hate relationship with Laguna Seca. You're familiar with the 'corkscrew corner' section from the IA-5 test, and you should remember the hairpin corner from the A-2 test.

So, except for the three remaining 90° corners and the sharp left corner before the finish straight, you've already confronted the most difficult sections. You can drive through the 90° corners by taking your foot off the gas and/or braking gently.

The sharp left corner lies just behind a hill, hidden from view. Make use of your brakes early on and don't delay steering-in, to avoid landing in the gravel. Since the Viper has plenty of horsepower, you should also avoid any abrupt steering movements – otherwise you'll find yourself spinning.





S-7 SS ROUTE 11 TIME ATTACK

This SS Route 11 course offers you a little taste of what's waiting for you in the final test: you'll have to master this difficult city course in a rear drive vehicle.

Drive a few practice laps first to thoroughly familiarise yourself with the course, and focus on driving through the corners safely. Although the rear drive means you can accelerate well, you'll generally find that your front wheels have insufficient grip to allow for sharp steering movements. Therefore, you should take care to brake heavily before tight corners, so that you can steer easily into the corner by accelerating in bursts, and accelerate out of the corner early on.

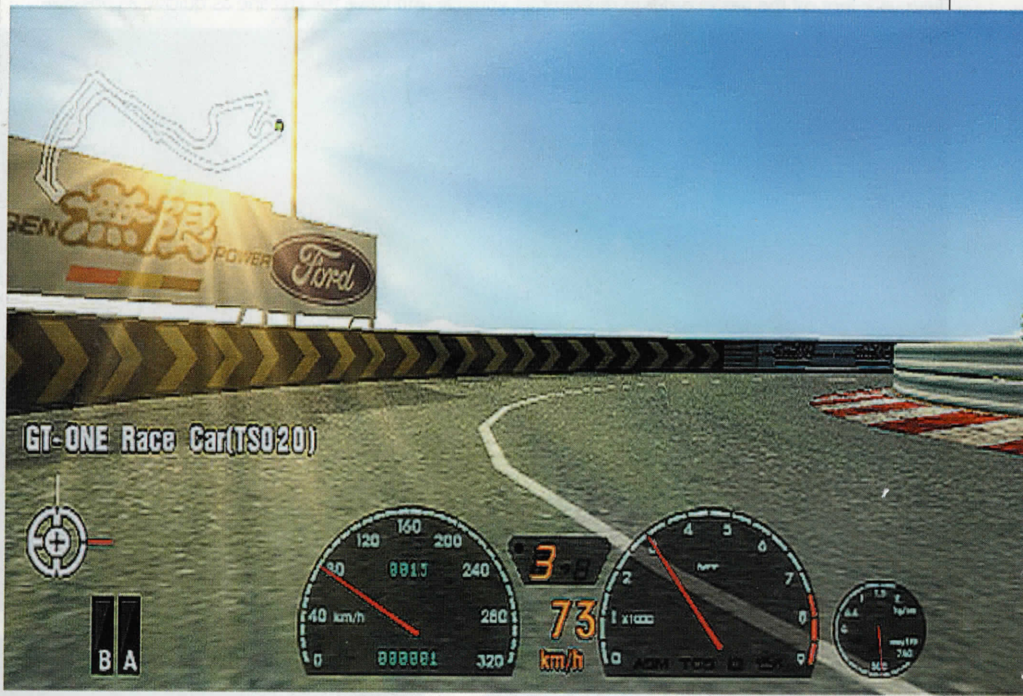
The hairpin corners and the chicanes in the middle of the course, especially, will require all your driving skills. However, patience and lots of practice should pay off.

Gulf
1
77
km/h

S-8 SUPER LICENCE FINAL TEST

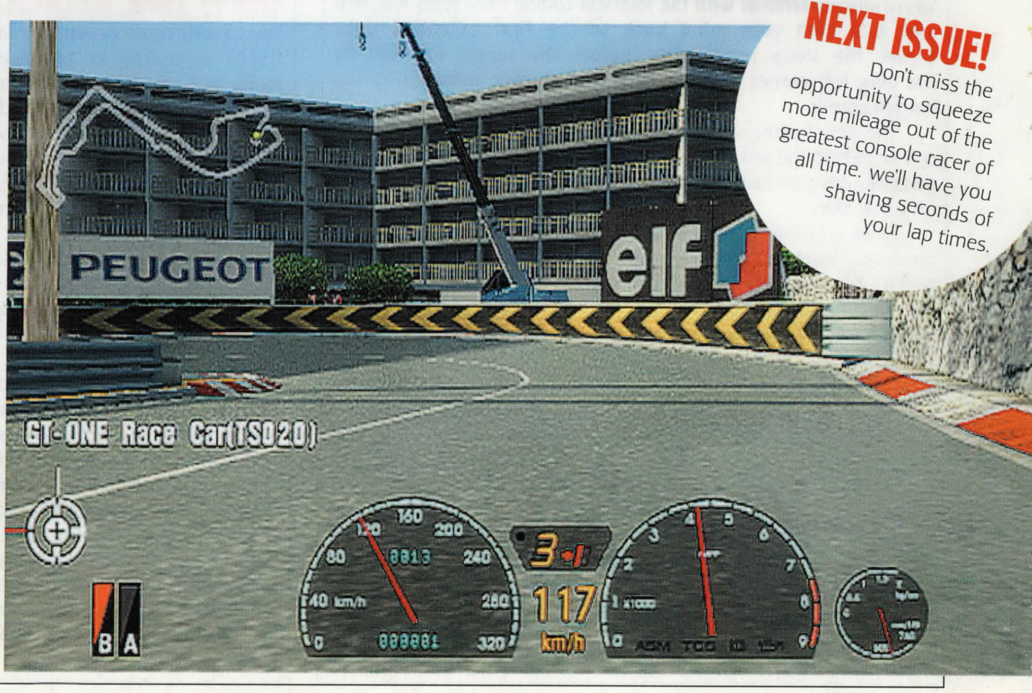
You're probably familiar with the Côte d'Azur course from Formula 1 2001 – it equates to the Monaco course. There's no doubt that this final test is one of the most difficult challenges confronting you in Gran Turismo 3. You'll need to drive a few practice laps to even come within striking distance of the time required for silver – not to mention gold. So take care to familiarise yourself thoroughly with all the tricky challenges posed by this tight city course:

The first right corner behind the hill, the next right corner and the following hairpin corner, the entrance before the tunnel, the chicane after the tunnel, the left corner at the port and the two sharp right corners before the finish straight.



BRIDGESTONE
GT-ONE Race Car(TS020)
4
133

POLYPHONY DIGITAL
GT-ONE Race Car(TS020)
5
214



NEXT ISSUE!
Don't miss the opportunity to squeeze more mileage out of the greatest console racer of all time. we'll have you shaving seconds of your lap times.

Quality

Control

Gamester Pro-Racer™ Steering Wheels
Hands-on action for PSone

Sleek, compact and bristling with killer features, the unique hand-held Gamester Pro-Racer™ steering wheel puts you in the driving seat like never before. Switch effortlessly between Dual Shock™ and NegCon modes. Check out how the analogue buttons give you fantastic control on complex racing circuits. And feel the noise as Gamester's legendary Dual Force™ rumble feedback puts you right at the heart of the action. **But there's more!** Gamester Pro-Racer steering wheels need no complicated setup before use, they're perfect for all PSone driving games, and they come in a range of totally cool colours to match your favourite drivers.

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GAMESTER® THE UNFAIR ADVANTAGE

FINAL FANTASY 10

PART 1 LIFE SKILLS

Got yourself an import copy copy of FF 10 and find yourself struggling with the menu translations? Well worry no more – PSM2 makes things clear so you can just get on with the game…

AIM OF THE GAME

If you've played any of the pervious games in the *Final Fantasy* series, then the mechanics of this, the most epic tale yet, will be second nature. All your favourites, like bashing out Phoenix Down in moments of crisis or summoning up Ifrit for a bit of flaming death, are in there. It's just a case of getting your head around the menus and figuring what's best for your party.

Which is where this essential collection of screen and menus comes in. We've broken down and translated everything you'll need to get yourself up and running with a Japanese copy of the game. With the title not launching in the UK until the middle of next year, we reckon a fair number of you will have imported a copy already. Let us guide you.

WHAT WE SAID...

PSM2 ISSUE #11 July 2001

> **"It's arguably the most visually astonishing game on PS2, and what we know of the story's already got us itching to play the full game."**

WHAT WE SAY NOW

As ever, it's a love/hate thing, but the rewards far outweigh any pain you might encounter on the path to bliss.

90

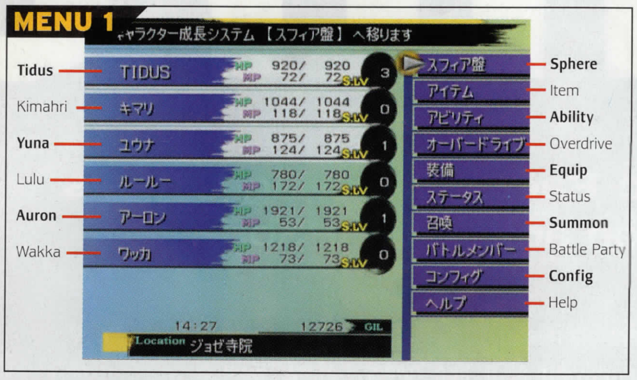
If you can't understand the menus in Square's sumptuous RPG, you're – quite literally – dead in the water. In order to save you time, we've covered all the major menu screens in the game, detailing what every option actually means.

Menus are only half the story, though, so if you want a good translation of the dialogue head on over to: *http:www.people.cornell.edu /pages/jg8/ffx*. They may be taking their time getting the whole story up on the site, but they're one of the few places that manages to convey the feel of the dialogue.

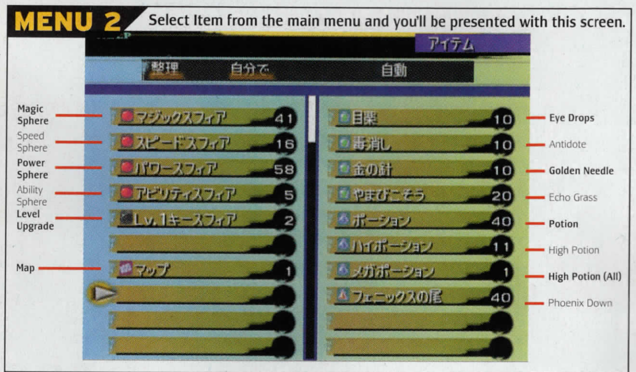
BASIC MENUS

Hit Ⓐ as you're running around the world of Spira and you'll open up your standard menu system.

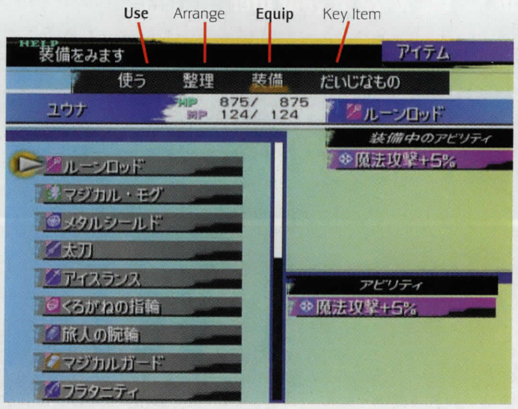
MENU 1


キャラクター成長システム 【スフィア盤】 へ移ります
Tidus – TIDUS HP 920/ 920 MP 72/ 72 S.LV 3
Kimahri – キマリ HP 1044/ 1044 MP 118/ 118 S.LV 0
Yuna – ユウナ HP 875/ 875 MP 124/ 124 S.LV 1
Lulu – ルールー HP 780/ 780 MP 172/ 172 S.LV 0
Auron – アーロン HP 1921/ 1921 MP 53/ 53 S.LV 1
Wakka – ワッカ HP 1218/ 1218 MP 73/ 73 S.LV 0
スフィア盤 – Sphere
アイテム – Item
アビリティ – Ability
オーバードライブ – Overdrive
装備 – Equip
ステータス – Status
召喚 – Summon
バトルメンバー – Battle Party
コンフィグ – Config
ヘルプ – Help
14:27
12726 GIL
Location ジョゼ寺院

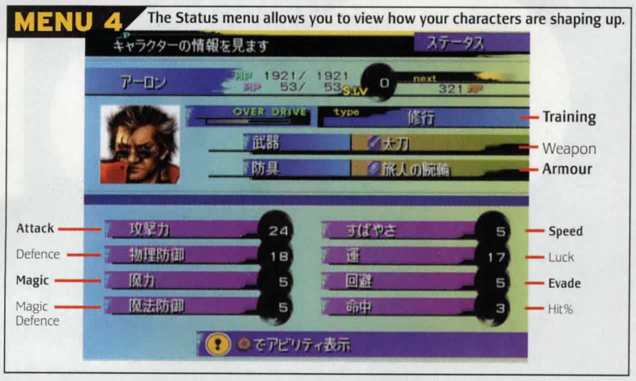
MENU 2 Select Item from the main menu and you'll be presented with this screen.


アイテム
整理
自分で
自動
Magic Sphere – マジックスフィア 41
Speed Sphere – スピードスフィア 16
Power Sphere – パワースフィア 58
Ability Sphere – アビリティスフィア 5
Level Upgrade – Lv.1キースフィア 2
Map – マップ 1
目薬 10 – Eye Drops
毒消し 10 – Antidote
金の針 10 – Golden Needle
やまびこそう 20 – Echo Grass
ポーション 40 – Potion
ハイポーション 11 – High Potion
メガポーション 1 – High Potion (All)
フェニックスの尾 40 – Phoenix Down

MENU 3 This is your Equip list. Pretty straightforward really. The little pink tag in the top left corner of the weapon icon indicates whether it's equipped or not.

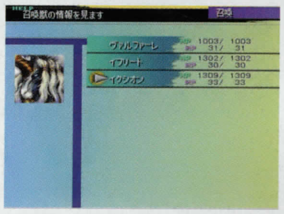

Use
Arrange
Equip
Key Item
HELP 装備をみます
アイテム
使う
整理
装備
だいじなもの
ユウナ HP 875/ 875 MP 124/ 124
ルーンロッド
装備中のアビリティ
魔法攻撃+5%
ルーンロッド
マジカル・モグ
メタルシールド
太刀
アイスランス
くろがねの指輪
旅人の腕輪
マジカルガード
フラタニティ
アビリティ
魔法攻撃+5%

MENU 4 The Status menu allows you to view how your characters are shaping up.


キャラクターの情報を見ます
ステータス
アーロン HP 1921/ 1921 MP 53/ 53 S.LV 0
next 321 AP
OVER DRIVE
type 修行 – Training
武器 太刀 – Weapon
防具 旅人の腕輪 – Armour
Attack – 攻撃力 24
Defence – 物理防御 18
Magic – 魔力 5
Magic Defence – 魔法防御 5
すばやさ 5 – Speed
運 17 – Luck
回避 5 – Evade
命中 3 – Hit%
でアビリティ表示

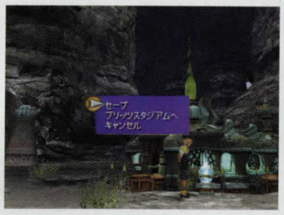
MENU 5

The Summon menu allows you to see what creatures are currently available.


HELP 召喚獣の情報を見ます
召喚
ヴァルファーレ HP 1003/ 1003 MP 31/ 31
イフリート HP 1302/ 1302 MP 30/ 30
イクシオン HP 1309/ 1309 MP 33/ 33

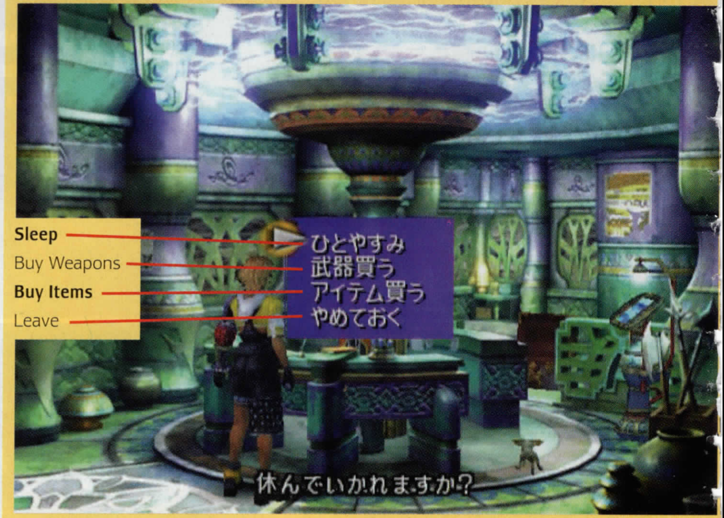
MENU 6

Save points offer you three options: Save, Go to Blitzball Arena, and Exit.


セーブ
ブリッツスタジアムへ
キャンセル

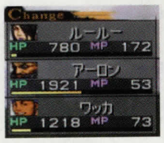
SHOP MENUS

HAPPY SHOPPER The only way you'll survive fights is if you're kitted up to the eyeballs. Here's what to expect when you finally encounter a friendly trader.

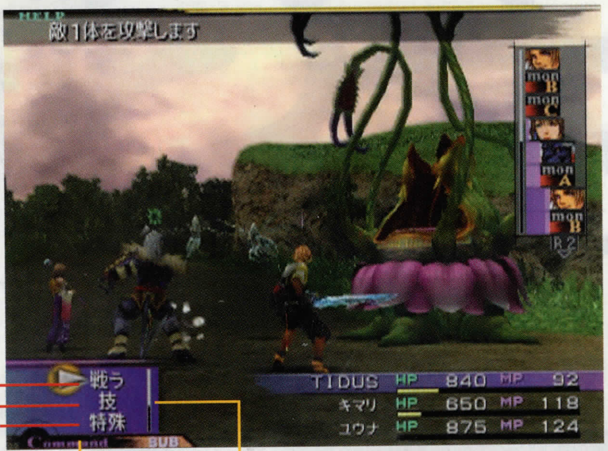

Sleep – ひとやすみ
Buy Weapons – 武器買う
Buy Items – アイテム買う
Leave – やめておく
休んでいかれますか?

COMBAT MENUS (Human)

SCRAP MENTAL You've got to have the right combination for combat. Always back up your swordsmen with Yuna's healing abilities.

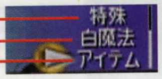

Change
ルールー HP 780 MP 172
アーロン HP 1921 MP 53
ワッカ HP 1218 MP 73

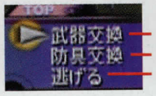
Hit ⊗ at any point during combat and you can swap your team members around.


HELP 敵1体を攻撃します
戦う
技
特殊
Command SUB
TIDUS HP 840 MP 92
キマリ HP 650 MP 118
ユウナ HP 875 MP 124

Here's the standard combat menu.
Attack
Magical Attack
Magical Defence (Team)

Scroll down and you get the bottom end of the menu.
Magical Defence (Team)
Magical Ability
Item

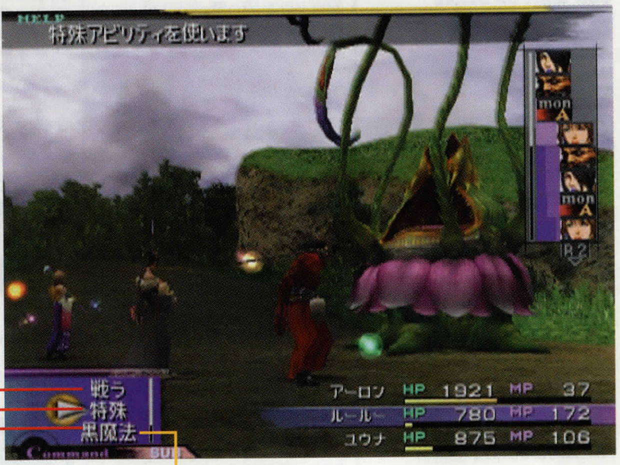

D-pad
特殊
白魔法
アイテム


D-pad
TOP
武器交換
防具交換
逃げる

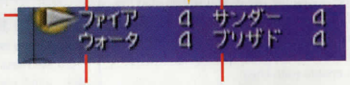
Press → on the D-pad and you reveal this menu.
Weapon Change
Armour Change
Run Away

Scroll down and you get the bottom end of the menu.
Magical Defence (Team)
Magical Ability Item

BEWITCHED You've got to match the opposites if Lulu's attacks are to succeed. Use fire on this plant for most damage and be warned, water attacks actually heal it.

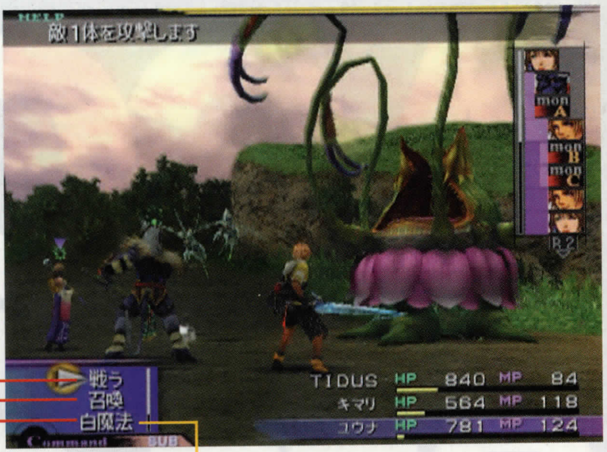

HELP 特殊アビリティを使います
戦う
特殊
黒魔法
Command SUB
アーロン HP 1921 MP 37
ルールー HP 780 MP 172
ユウナ HP 875 MP 106

Lulu's Magical abilities also mean her menu is slightly different.
Attack
Magical Defence
Magical Attack

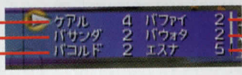

ファイア 4
ウォータ 4
サンダー 4
ブリザド 4

She has four elemental magic attacks at her disposal.
Fire Attack
Thunder Attack
Water Attack
Ice Attack

HEAL ME Yuna's magical abilities ensure that you can protect against most forms of magical attack. Here's the menu you should be looking for.


HELP 敵1体を攻撃します
戦う
召喚
白魔法
Command SUB
TIDUS HP 840 MP 84
キマリ HP 564 MP 118
ユウナ HP 781 MP 124

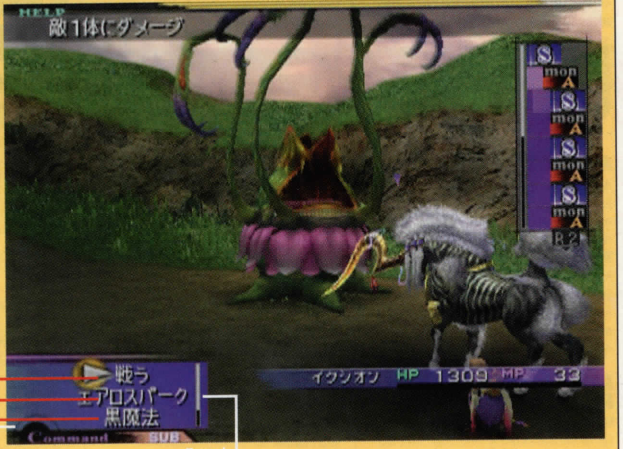
Yuna's menu is slightly different due to her summoning abilities.
Attack
Summon
Magical Defence


ケアル 4
バサンダ 2
バコルド 2
バファイ 2
バウォタ 2
エスナ 5

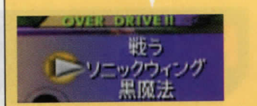
Her magical defence menu breaks down like this.
Heal
Protect Against Thunder
Protect Against Ice
Protect Against Fire
Protect Against Water
Cure Poison

COMBAT MENUS (Summoned Creatures)

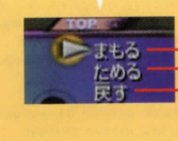
ASSAULT WITH BATTERY Ixion's attacks are based around thunder. Perhaps Ifrit's fire attacks would have been a better choice.


HELP 敵1体にダメージ
戦う
エアロスパーク
黒魔法
Command SUB
イクシオン HP 1309 MP 33

Now that you can fight as the summoned creatures, you'll need to get your head around their menus as well.
Attack
Elemental Attack
Magical Attack


D-pad ←
OVER DRIVE
戦う
ソニックウィング
黒魔法

Once Overdrive is reached hit ← on the D-pad to set it off.

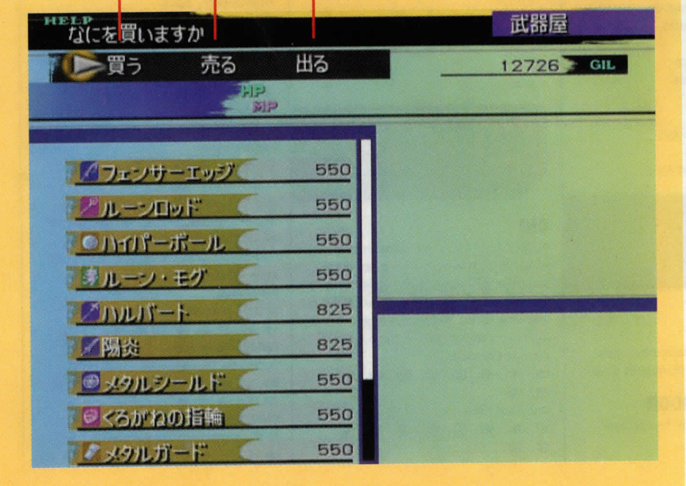

D-pad →
TOP
まもる
ためる
戻す

As with the humans if your hit → on the D-pad you'll open up another menu.
Shield
Store
Run Away

Shield protects your creature against attacks but slows the increase of your Overdrive meter. The Store function does the opposite.

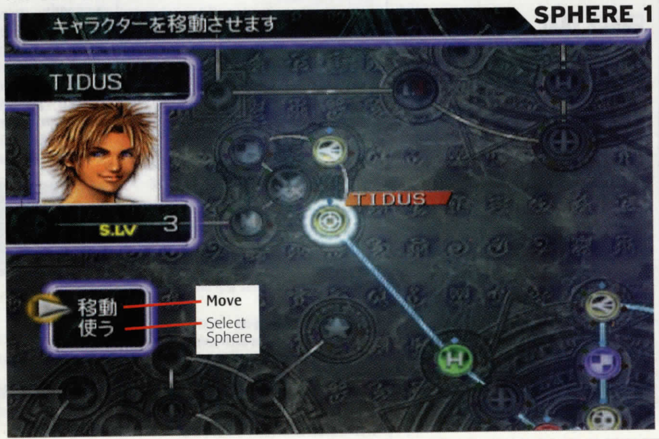
CASH MACHINE Once inside the Item or Weapon menus, you get three, self-explanatory options.

Buy
Sell
Exit

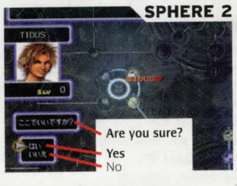

HELP なにを買いますか
武器屋
買う
売る
出る
12726 GIL
フェンサーエッジ 550
ルーンロッド 550
ハイパーボール 550
ルーン・モグ 550
ハルバート 825
陽炎 825
メタルシールド 550
くろがねの指輪 550
メタルガード 550

SPHERE BOARD

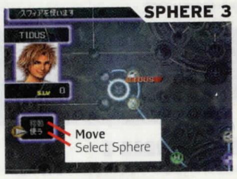
Character advancement is governed by the Sphere Board. Move around it, select the right sphere and watch your stats improve on the Status screen.


SPHERE 1
キャラクターを移動させます
TIDUS
S.LV 3
移動
使う

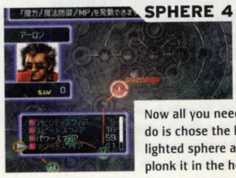
Move
Select Sphere



Are you sure?
Yes
No



Move
Select Sphere



Now all you need to do is chose the highlighted sphere and plonk it in the hole.

›TIPS INFERNO アハアヌキ

ACCESS ALL AREAS

The most comprehensive collection of essential tips in any PS2 magazine. Get ready to access everything in the toughest games around…

If you've missed an issue of PSM2, here's where you'll find cheats for those already classic titles – as well as the ones you picked up from the bargain bin.

A

ARMORED CORE 2

Add Defeated AC Emblems
Just press START and SELECT when the victory message appears to nick a defeated AC's emblem.

Temporary Invincibility
Press L2+R2+R3 during a battle and you'll see a message reader 'Limiter Released'. After this, you'll be invincible for about a minute – but then you'll have to survive without energy for another minute.

ARMY MEN: BLADE'S REVENGE

Unlock Every Level
Go to the password screen and enter the following combination – it's the code for level 20, so it'll unlock all the others.
↑,✕,○,↑,←,□,○,✕

ARMY MEN: SARGE'S HEROES 2

Scrape a bit of entertainment out of this plastic mess with some handy cheats. Just enter them as passwords.
FREEPLAY – Level select
NODIE – Invincibility
GIMME – Every weapon
NOSEEUM – Invisibility
SHORTY – Mini mode
IMHUGE – Big mode

ATV OFFROAD FURY

Expert mode
Bypass the painful nut-crunching with these codes. Select pro-career mode, then enter 'ALLOUTAI' as a name. If you entered the code correctly, the game will return to the name entry screen.

1000cc Quad ATV
Successfully complete pro-career mode.

B

BLOODY ROAR 3

Size of a swordfish! Oh, wait – that was the Arabian Knights. But anyway.

Play as Kohryu
Play through Arcade mode until you face Kohryu on stage 5. Defeat him to unlock him as a playable character.

Play as Uranus
Play through Arcade mode and defeat Xion without using any continues, then Defeat Uranus to unlock her as a playable character.

Extra mode
Play through Survival mode and defeat more than nine enemies to unlock Extra mode in the options menu.

C

C.A.R.T. FURY

Turn On the Fog
Go to the Options screen and find the Cheats menu. At the menu, enter R2, R1, ✕, □, □, ○. This will enable the Fog cheat. Toggle it on and off at the bottom of the page.

Unlock Big Head Mode
Go to the Options screen and find the Cheats menu. At the menu, enter △, □, □, L2, L1, R2. This will enable Big Head mode.

Infinite Continues
Successfully complete Season mode

Jump Option
Successfully complete Last Man Standing mode

Thick fog and New York
Successfully complete Demolition mode on the easy, medium, and hard difficulty.

Rocket wheels and Boston Big Dig track
Successfully complete Block Your Opponent mode on the easy, medium, and hard difficulty settings.

No time out and Moon track
Successfully complete Time trial mode on the easy, medium, and hard difficulty settings.

Night drive and Alpine Raceway track
Successfully complete Lock-On mode on the easy, medium, and hard difficulty settings.

Death car and Miami track
Successfully complete Simulation mode.

Driving 101 FMV sequence
Successfully complete all Driving 101 options.

CRAZY TAXI

It's not the longest title in the world, but then it is an arcade conversion. Squeeze a little more out with these codes.

Another Day
To play with different fares and a different starting point, press and hold R2 at the character selection screen – 'Another Day' should appear.

No Destination Arrows
Hold R2+START at the main menu, then select your game type and character.

No Destination Zones
Hold L2+START at the main menu, then select your game type and character.

Expert Mode
Hold R2+L2+START at the main menu, then select your game type and character.

Crazy Rickshaw
Either complete Crazy Box mode, or press L2, R2, L2, R2, L2, ✕ at the character select screen. You'll need to do it very, very quickly, mind.

D

DEAD OR ALIVE 2

Unlock Characters
To get Bayman – complete Story mode with every character.
To get Tengu the Mountain Demon, collect ten stars in Survival mode.

CG Gallery
Complete the game with five characters to ogle the ladies in the *DOA2* gallery.

DYNASTY WARRIORS 2

Edit Mode
At the title screen (the one with the game modes on), press
L1, L2, R2, R1, L1, L2, R2, R1.

Get Every Character
Unlock all of those moustache-twirling warlords by going to the title screen and entering:
□, R1 ✕x5, R2, R2.

Get Every Stage
At the title screen (again) hold down □ and press L1, L1, R1, R1, L2, L2, R2, R2.

F

FANTAVISION

Full double shot power-up
Pause the game and press
↑, ↑, ↓, ↓, ←, →, ←, →, □, △

Full laser shot power-up
Pause the game and press
↑, ↑, ↓, ↓, ←, →, ←, →, ○

FIFA 2001

EA All-star team
At the team selection screen, highlight the Arsenal team, then hold START and press ○ to play as the EA all-star team.

G

GAUNTLET: DARK LEGACY

Magic Names
To get any of the effects below, just enter the code in capitals as your name. Obviously, you can only use one of them at a time.
$10,000 Gold each level – 10000K
Nine potions and keys each level – ALLFUL
Invincible Character – INVULN
Invisible Character – 000000
Floating Character – 1ANGLI
Big Character – DELTA1
3-Way Shot Character – MENAGE
Turbo Character – PURPLE
Extra Speedy Character – XSPEED

GUN GRIFFON BLAZE

Extra Weapons
Enter your name as FEA MASTER, your country as MEXICO and sex as FEMALE. You'll start the game with 2 fuel-air bombs.

K

KENGO

Play as a student
Hold down R1+R2+L1+L2 when you select a character – different characters will result in different students.

KLONOA 2

We've finally found the über-secret mode where Klonoa frantically tries to outrun a lusty Pepe Le Pew. No, only joking.

Play as Mometsuto
Successfully complete the game to unlock Mometsuto as a playable character.

Boss battle
Successfully complete the fairground levels to unlock a new area that allows you to battle previously defeated Bosses.

Picture gallery
Complete the fairground levels.

KNOCKOUT KINGS 2001

Secret Characters
Enter the following names in Career mode to unlock B-list DJs and American sporting heroes to pummel.
MECCA – Ashy Knucks
AUSTIN – Ray Austin
NELSON – Trevor Nelson
JGIAMBI – Jason Giambi
HATCHER – Charles Hatcher
OSUNA – Bernardo Osuna
DEFIAGBN – David Defiagbon
MRBARRY – Barry Sanders
ZITO – Chuck Zito
BOSTICE – David Bostice
DEMART – David Demarti
JBOTTI – John Botti
JRSEAU – Junior Seau
OWNOLAN – Owen Nowlan
STEVEF – Steve Francis
SBATISTE – Muhammed Ali

M

MOTO GP

Race as Klonoa
Win Challenge 22 to unlock everyone's favourite big-eared cat, Klonoa, as a rider.

MDK2 ARMAGEDDON

Won't somebody think of the children?

Naked Kurt
From the main menu, hold R2+L2, then press □, □, △, □

Doc's Fart
While holding R2 + L2, click down on both the Analogue sticks with Dr Hawkins.

N

NASCAR 2001

There's plenty to unlock in this turgid racer – if you're patient.

Treasure Island track
Win a season on the veteran difficulty setting.

Black Box Classic car
Win the Short Track Challenge.

Black Box Exotic car
Win the Half Season.

EA Sports car
Win the Road Course Challenge.

EA.com car
Win the Superspeedway Shootout on either the veteran or legend difficulty settings.

NBA HOOPZ

Press Turbo (□), Shoot (✕) and Pass (○) during the pre-match screen, and the on-screen symbols will change. Hit the buttons the number of times shown, then press the D-pad in the direction indicated to enable each cheat.

EFFECT	□	✕	○	DIRECTION
Beach court	2	3	4	←
Away uniform	2	4	6	→
Show hotspot	1	1	0	↓
ABA ball	1	1	1	→
Granny shots	1	2	1	←
No fouls	2	2	2	→
Big heads	3	0	0	→
No hotspots	3	0	1	↑
Infinite turbos	3	1	2	↑
Street court	3	2	0	←
Tiny heads	3	3	0	←
No goal-tending	4	4	4	←
Tiny players	5	4	3	←
Play as Dr Atomic	5	4	4	←

O

ONI

It's grey, but there're are a few decent scraps to be had here. During gameplay, press the SELECT button, then highlight the Select button in the menu. Now enter the following codes. You should hear a sound to confirm you've entered them correctly.

Change Character
L2, L1, L2, □, ○, □, L2, L2, L2, L2

One Shot Kills
L2, L1, L2, □, ○, □, ↘, ↘, ○, □

Unlimited Health
L2, L1, L2, □, ○, □, ↘, ↘, ↘, ○

Power Punches
L2, L1, L2, □, ○, □, ↘, ↘, ○, □

Tiny Wee Characters
L2, L1, L2, □, ○, □, ↘, ↘, □, ○

Unlimited Phase Cloak
L2, L1, L2, □, ○, □, L1, ↘, L2, ↘

Big Head Mode
L2, L1, L2, □, ○, □, □, ○

Unlimited Ammo
L2, L1, L2, □, ○, □, L2, L2, L1, ↘

Huge Characters
L2, L1, L2, □, ○, □, ↘, □, ○, ↘

OPERATION: WINBACK

Enter all of these on the Press START screen, before the demo starts. You'll hear the sound of a gunshot if you've done it correctly.

Trial mode
Quickly press ↑, ↓x2, →x3, ←x4, then hold △ and press START.

Sudden Death mode
Quickly press L2, R2, L2, R2, ○, △, ○, △, then hold L1 and press START to unlock Sudden Death mode. This allows opponents and your character to be killed with one hit.

Max Power mode
Press L1, R2, L2, R2, L2, △, ○, △, ○, then hold L1 and press START to unlock Max Power mode. If you entered the code correctly, you will hear the sound of a gunshot. This mode allows you to t with all weapons and infinite ammunition.

All multi-player characters
Quickly press ↑, ↓ (↓), →(↘), ←(←), then hold ○ and press START to unlock all the bosses as well as the engineers and a few army characters in multi-player mode. Most of the bosses have odd guns and may not be able to back up against walls or roll.

Max Power, Sudden Death, Trial modes
Successfully complete the game on the hard difficulty setting to unlock Max Power, Sudden Death, and Trial modes.

Q

QUAKE

Level Select
While playing a game, hold L1 + R1 + R2 + SELECT and press ✕, ○, □, △, ✕, ○, □, △

R

RAYMAN REVOLUTION

Extra Bonus Mini-Games
From the Press Start screen, press START. Now, select your language. Next, select Options. Then choose Language. Select Voices and Highlight Raymanian – without validating it. Now, press and hold L1 + R1 and enter L2, R2, L2, R2, L2, R2.

RC REVENGE PRO

Enter the following codes at the main menu.

Unlock Every Vehicle
L1, L2, R1, R2, □, ○

Unlock Every Track
L1, R1, R2, □, ○

READY 2 RUMBLE: ROUND 2

Fat boxer
→, →, ↑, ↓, →, R1, R1, R2

Skinny boxer
→, →, ↑, ↓, →, R1, R2

Zombie boxer
←, ↑, →, ↓, R1, R1, R2

Unlock Everything
At the Character select screen press:
←, ←, →, R2, ←, →, →, R1, R1, R2
All the characters, holiday outfits and champion outfits will be unlocked – just press □ to flick through them.

Fast Mode
At the character screen, enter:
→, →, ↑, ↓, →, R1 x5, R2

Full RUMBLE Meter
During the game, pause it and enter:
R2, R1, R1, R2, R1, R2, R1, R1, R1, R1, R2, ←, →, ↑, ↓

Start at Final Match
At the character screen, enter:
R2, ↓, →, ↑, ←, R1 x6, R2, R1, R1, R2

RIDGE RACER 5

Duel Cars
To get some extra roadsters for the Free Run, Duel and Time Attack modes, you have to finish first in Duel mode on the following races – unlock them by beating the times marked with a 'D' in Time Attack.
'50s Super Drift Caddy – Danver Spectra
Devil Drift – Rivelta Crinale
Super Grip VW Beetle – Solort Rumeur
McClaren F1 Clone – Kamata Angelus
Pac-Man Mode
Race more than a total of 3,000km and you'll unlock a game that lets you race Pac-Man against ghosts in cars.
On-screen Display
Hold SELECT while you're racing to see how hard you're pressing the analogue buttons.

RUMBLE RACING

Find the hidden easter eggs to unlock shiny new motors. Here's where to find them on each level.
TRUE GRITS
Revolution
Find the big red barn. Drive through it and the egg will be on the left-hand side, on the outside of the barn.
FLIP OUT
High Roller
In area with the three tunnels, take the middle tunnel, then brake hard at the end and drop down to reach the egg.
CAR GO
Sporticus
Find the submarine and look to the left where you will see rows of red crates. The egg is behind one of the last crates.
SO REFINED
Van Itty
At the start, immediately turn right and look behind the buildings for the egg.
PASSING THROUGH
Buckshot
Look for the body of water to the right, just before the asphalt turns to sand. Drive through the water and around to the right to locate the egg – it's slightly submerged.
SUN BURN
Gamecus
Drive ahead after the start, then look for the egg as you take the first right turn – it's in the bushes near the swimming pool.
FALLS DOWN
Road Trip
The egg is located on the left side of the falls – you'll find the secret entrance just after the first tunnel on the right-hand side. It is sitting on a cliff. The Thor vehicle can thrust near it and nab it easily, but it'll probably take a few goes.
GAUNTLET
Vortex One
Look for it next too a large collection of multi-coloured metal crates.
TOUCH AND GO
Redneck Rocket
Find the plane that you can drive through, then go through and take the jump into the building. Stop in the building, and go left. You'll see another ramp with a power-up on it. Take this ramp and stop once you land in the next building. Drive to your right and you should find the egg.
SURF AND TURF
Cobalt
Find the theatre in town – the egg's in the indoor parking area just before the theatre.
COAL CUTS
Stinger
Look for the area that's full of large wooden buildings attached to bridges. Look to the right-hand side of the last building for the egg.
WILD KINGDOM
XXS Tomcat
Simply ride the track backwards and you'll eventually find it on the right-hand side.
OVER EASY
Interceptor
Once you hit the town, go left, left again, then right. Before the next right, you'll find the egg in a parking area to the right-hand side.
OUTER LIMITS
Thor
Immediately turn and drive the course backwards. Go under a natural rock formation bridge and you will find the egg to your right.
Level unlock codes
If you can't get through those tricky later courses, here are the codes to unlock everything.
Pro Cup 2, Falls Down track, and Cataclysm car – P1PROC1PU
Pro Cup 3, The Gauntlet track, and EsCargot car – Q2PROC2YT
Elite Cup, Surf and Turf track, Elite Class cars, and Road Kill car – AEPPROPUC
Elite Cup 2, Coal Cuts track, and Jolly Roger car – ILETEC1MB
Elite Cup 3, Wild Kingdom track, and Malice car – ILCTEC2VB
Elite Cup 4, Over Easy track, and Direwolf car – ILQTEC3PU
EA Elite Cup, Outer Limits track, and Blue Devil car – LEAITEPUC
Grand Champion video and EA Stunt Cup – YEAMPLOWW
Circus Minimus – ZEAGTLUKE

S

SHADOW OF MEMORIES

Extra Ending
Play through the game to get all of the five alternate endings and you'll be shown a hidden prologue sequence (you can check our guide in PSM2#09). Complete this for an extra sixth ending.
FMV Sequences
Complete the game with three endings to see an FMV sequence of Konami's European show, or all five to see them at the Autumn 2000 Tokyo Games Show.

SILENT SCOPE

See the world through rose-tinted goggles, or just make things harder for yourself.
Pink Mode
←, →, →, ⊡, ◬
No Scope
←, ↓, ←, ⊡, ←, ↓, ←, ⊡
No Enemy Cursor
←, ←, ←, ←, →, ↓, ↑, →
No Crosshair
→, →, →, ⊡
Exchange life for time
Pause the game in Arcade mode and press ↑x2, ↓x2, ←, →, ←, →, ⊗, ◎. You'll lose half a life-segment, but gain five seconds of time.
Exchange time for life.
Pause the game in arcade mode and press ◎, ⊗, →, ←, →, ←, ↓x2, ↑x2. You'll lose five seconds off the clock, but get an extra half life-segment.
100 challenge mode
Successfully complete all nine outdoor shooting range challenges to unlock 100 challenge mode.

SILPHEED

All weapons
Enter 'XACALITE' as a name to begin stage one with all of the nine weapons available.

SKY ODYSSEY

Extra Aircraft
Auto Gyro
Complete all of the Sky Canvas levels with more than 90 points for each.
Corsair
Get a ring around ten of your grades in Adventure mode by performing acrobatic stunts.
Gold UFO
Complete all the Target mode levels with gold medals.
Me-262
Complete Adventure mode.
Silver UFO
Complete Adventure mode with straight 'A' grades.
Swordfish Third Wing
Fly the Mid-Air Rendezvous mission and land on the alternative runway – it helps if you've got the special radar.
Pontoons
Complete the Stormy Seas level with any plane.

SMUGGLER'S RUN

Lose those pesky coppers with some super-villain chicanery.
Invisibility
Press R1, L1, L1, R2, L1, L1, L2.
Lighter cars
Press L1, R1, R1, L2, R2, R2.
Increase time
Press R1, L1, L2, R2, →, →, →.
Decrease time
Press R2, L2, L1, R1, ←, ←, ←.
No gravity
Press R1, R2, R1, R2, ↑, ↑, ↑.

SSX

Once again, we'd like to point out that using these codes takes you one step closer to spending eternity in Hades being goaded by malevolent imps. Still, if you want to ruin the game, go to the Options menu and hold all four shoulder buttons while you enter the following codes:
Maximum Stats
⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊡.
Unlock It All
↓, ←, ↑, →, ⊗, ◎, ◬, ⊡
Every Track, Outfit, Board and Character will be unlocked, and you'll have ruined hours of fun for yourself. Happy?
And one that doesn't deserve instant spear-gun retribution…
Running Man Mode
⊡, ◬, ◎, ⊗, ⊡, ◬, ◎, ⊗
Look at him run!

STAR WARS: STARFIGHTER

Most of these cheats are available for completing certain levels – but if you can't be bothered, just enter the text in capitals on the Codes menu. Some of them are useful… some are just plain odd.
Unlock everything – **OVERSEER**
Invulnerability – **MINIME**
Secret spaceship for bonus missions – **BLUENSF**
Multi-player levels – **ANDREW**
Default screen – **SHOTS, SIZZLE, or HOTEL**
Enemy ship gallery – **SHIPS**
Spaceship and cast pictures – **HEROES**
Pre-production art – **PLANETS**
Director mode – **DIRECTOR**
Reversed controls – **JARJAR**
Disable cockpit displays – **NOHUD**
See the team – **TEAM**
Pictures of Simon – **SIMON**
James' day at work – **JAMES**
A message from the programmers – **LTDJGD**

STAR WARS: SUPER BOMBAD RACER

Darth Vader
Win the Gold Cup in the Galaxy circuit race as Anakin to unlock Darth Vader and his Tie Interceptor.
AAT battle tank
Press ◎, ⊡, ◎, ⊡ at the main menu. A message will confirm that you've entered the code correctly.
Unlock Galaxy Circuit
Play through each individual race and finish in the top three. After that, you'll be able to play on the tricky Galaxy circuit.
Unlock Reverse Mirror Tracks
To unlock the option to race the tracks in reverse, you'll need to complete the Galaxy Circuit with any character and receive a gold medal.
Everybody is a Kaadu
At the main menu press L1, R1, L2, R2. You will get the message 'Poof! Everybody is a kaadu!' When you race, all the racers turn in to Nabooien Kaadu on flying tread mills.
Boba Fett
Press ⊡, ◎, ◬, ◎, ⊡ at the main menu to play as the original stormtrooper.

STREET FIGHTER EX3

Secret Fighters
To unlock new characters, you need to beat Original Mode with different fighter each time. Here's the order they appear in.
1 Sagat
2 Bison
3 Garuda
4 Shadow Geist
5 Kairi
6 Pullum
7 Area
8 Darun
9 Vulcano Rosso
Medal Secrets
Earn ten of each medal type in Career mode on normal or hard, then do the following:
Bronze: Press SELECT on Sakura to activate her as the narrator.
Silver: Press SELECT on Bison to play as Bison 2.
Gold: Press SELECT on Ryu to play as Evil Ryu.
Platinum: VS Bison and True Bison appear in Arena mode.

SUMMONER

Select the Credits option from the main menu, then press ⊗ while they're being displayed to see a sad, but quite amusing, Dungeons & Dragons parody.

SUPER BUST-A-MOVE

Enter these codes after the game loads and when the Push Start screen's showing. An icon will appear in the top-left-hand corner of the screen to confirm that you've entered the code.
Unlock More Levels
◬, ←, →, ◬
Unlock More Characters
◬, →, ←, ◬

SURFING H30

Complete every level with at least 300 points to get the Shark Surfer.

SWING AWAY GOLF

All golfers
At the main menu, press L2, R2, L2, R2, ↑, →, ↓, ←, L1, R1 to unlock all the characters in Stroke Play mode.

T

TEKKEN TAG TOURNAMENT

Tekken Bowl
When you've unlocked Ogre – by completing the game ten times – you'll also be able to play *Tekken* Bowl. Try curving the ball hard to the left to knock out Dr Boskonovitch.
Jukebox mode
Score 200 points or more in *Tekken* Bowl, and you'll be able to select the music that plays during your games.
Practice mode stage select
Highlight Practice Mode, hold L2 and press R2 the following number of times.
1 Law
2 Yoshimitsu
3 Ling
4 Hwoarang
5 Lei
6 Ogre
7 School
8 Jin
9 Nina
10 Eddy
11 King
12 Heihachi
13 Eddy
14 Unknown

THEME PARK WORLD

Everything Free
To stop those big rides draining your cash, input the following sequence eight times in a row…
←, ↓, ⊗, ◎.
Unfortunately, you won't be able to do any research while the cheat's activated.

TIMESPLITTERS

Completing Cyberden
Stuck on the Cyberden level? Go up to the red control panel in the room overlooking the launch pads. Pressing ⊗ unlocks a door that'll let you onto the launch pads – which is where you'll find the floppy disc.
Hidden Extras
Completing each stage on each difficulty level nets you a reward – but so does doing it within a strict time limit.
KEY
AL: Arcade Level
PC: Playable Character
C: Cheat
B: 'Bot
BS: 'Bot Set

EASY
1935 Tomb
Complete: Cultist (PC)
Timed secret: Paintball (C)
58.5 seconds

1970 Chinese
Complete: Chinese Chef (PC)
Timed secret: Chinese Waiter (PC)
1 minute 9.6 seconds

2005 Cyberden
Complete: Badass Cyborg (PC)
Timed secret: Siamese Cyborg (PC)
48.4 seconds

1950 Village
Complete: Period Horror (BS)
Timed secret: All Heads Detachable (C)
27.2 seconds

1985 Chemical Plant
Complete: Usual Suspects (BS)
Timed secret: Male and Female SWAT (PC)
28.4 seconds

2020 Planet-X
Complete: Space Opera (BS)
Timed secret: Green Alien (PC)
49.8 seconds

1965 Mansion
Complete: Horror Shocker (BS)
Timed secret: Big Heads (C)
55.1 seconds

2000 Docks
Complete: Law and Order (BS)
Timed secret: Male and Female Soldier (PC)
1 minute 12.2 seconds

2035 Spaceways
Complete: Unlock Challenge Mode
Timed secret: Red Alien (PC)
1 minute 2.3 seconds

NORMAL
1935 Tomb
Complete: Graveyard (AL)
Timed secret: Priestess (PC)
2 minutes 33.9 seconds

1970 Chinese
Complete: Site (AL)
Timed secret: Gun Sounds (C)
2 minutes 33.2 seconds

2005 Cyberden
Complete: Streets (AL)
Timed secret: Tuxedo Cyborg (PC)
1 minute 35.1 seconds

1950 Village
Complete: Castle (AL)
Timed secret: Hick Hyde (PC)
1 minute 14.9 seconds

1985 Chemical Plant
Complete: Bank (AL)
Timed secret: Infinite Ammo (C)
55.1 seconds

2020 Planet-X
Complete: Spaceship (AL)
Timed secret: Float Alien (PC) and (B)
1 minute 32.0 seconds

1965 Mansion
Complete: Mall (AL)
Timed secret: Overall Mutant (PC)
1 minute 32.8 seconds

2000 Docks
Complete: Compound (AL)
Timed secret: Big Hands (C)
1 minute 29.5 seconds

2035 Spaceways
Complete: Warzone (AL)
Timed secret: Female Alien (PC) and (B)
1 minute 4.5 seconds

HARD
1935 Tomb
Complete: Eyes Mummy (PC)
Timed secret: Teeth Mummy (PC)
2 minutes 19.0 seconds

1970 Chinese
Complete: Suit Hoodlum (PC)
Timed secret: Mr. Big (PC)
6 minutes 4.7 seconds

2005 Cyberden
Complete: Female Cyborg (PC)
Timed secret: Enemy Rockets (C)
1 minute 52.9 seconds

1950 Village
Complete: Fishwife Mutant (PC)
Timed secret: Insect Mutant (PC)
2 minutes 17.7 seconds

1985 Chemical Plant
Complete: Lumberjack (PC)
Timed secret: Malehood (PC)
2 minutes 34.0 seconds

2020 Planet-X
Complete: Pillar Alien (PC) and (B)
Timed secret: All Characters Headless (C)
2 minutes 29.3 seconds

1965 Mansion
Complete: Priest Mutant (PC)
Timed secret: Girl Zombie (PC)
1 minute 33.1 seconds

2000 Docks
Complete: Gasmask Soldier (PC)
Timed secret: Shock Trooper (PC) and (B)
2 minutes 39.0 seconds

2035 Spaceways
Complete: Spaceways Stewardess (PC) and (B)
Timed secret: Small Heads (C)
2 minutes 54.5 seconds

And here's what completing each challenge unlocks:
1-A The Living Dead (BS)
1-B Green & Brown Zombie (PC)
1-C Police, Skull, & Jacket Zombie (PC)
2-A Duckman (B)
2-B All enemies are Ducks (C)
2-C Duckman Drake (PC)
3-A Robofish (B)
3-B All enemies are Robofish (C)
3-C Robofish (PC)
4-A NOTHING
4-B Enemies all throw bricks (C)
4-C Brick available as a weapon
5-A The Impersonator (B)
5-B All enemies are Impersonators (C)
5-C The Impersonator (PC)
6-A NOTHING
6-B Gasmask SWAT (PC)
6-C Veiled SWAT (PC)
7-A Ginger (B)
7-B All enemies are Gingerbread Men (C)
7-C Gingerbread Man (PC)
8-A Farrah Fun-bunny (B)
8-B All enemies are Bunnies (C)
8-C Farrah Fun-Bunny (PC)
9-A TimeSplitters (BS)
9-B TimeSplitter #2 (PC)
9-C TimeSplitter #1 (PC)

U

UNREAL TOURNAMENT

For a distinctly unsporting advantage…
Level skip
Pause the game and press ↑, ↓, ←, →, →, ←, ◎.
Level select
Save the game and return to the main menu. Select the 'Resume Game' option, then highlight the previously saved game and press ↑, ↓, ↓, ↑, ←, ↑, →, ↓.
Invincibility
Pause the game and press ⊡, ◎, ←, →, ◎, ⊡.
Maximum Ammunition
Pause the game and press ←, →, ◎, ◎, ◎, →, ←.
Alternatively, for some comedy mutators…
Unlock Stealth Mutator
Press ⊡, ⊡, ◎, ◎, ⊡, ⊡, ◎, ◎.
Unlock Fatboy Mutator:
◎, ◎, ◎, ↑, ↓, ↓, ↑, ◎, ◎, ◎.

W

WACKY RACES

Enter the following at the Cheat Codes screen, then activate them on the Code Collection screen.
chimpgiveaway - Unlock All Tracks.
monkeyspoilers - Unlock All Vehicles.
gadgetclearout - Unlock Every Gadget
thosewackykids - Deformed Characters.
fastcarsagogo - Dastardly Difficulty.

X

X SQUAD

Promotion
At the main menu, type in this combination and you'll hear a sound.
Lieutenant: R1, L2, L1, R2
Captain: ◎, R1, ◎, L1, ◬, R2
Major: L2, ⊡, R2, ◬, L1, ◎, R1
Colonel: ◬, ⊡, ◎, ⊡, ◬, ◎
General: L1, L1, L2, L2, R1, R1, R2, R2
Master of X Squad:
◎ (x4), ◬, ⊡ (x4)

Z

ZONE OF THE ENDERS

Versus Mode
Complete the game on any difficulty to get a Versus mode with five orbital frames and most stages. Complete it a second, and you'll get the remaining two frames and stages. Get an 'A' rating for different music.

Confused by that huge, whirring chunk of black plastic in the corner of your living room? Let Floyd and Bubba-Joe show you how it works.

PSM2 CLINIC

#04: CARDS

PSM2 Clinic
PSM2 Clinic

PLUG ME IN

Small, black and cruelly undervalued… a Memory Card is one of the finest purchases you'll ever make. Yet for all their simplicity, there're still a number of mysteries surrounding our pocket-sized pal. Why, for example, does the little blighter sometimes decide to eat our cherished game saves – and can this corruption be prevented? Come to think of it, what's Sony's MagicGate system all about, and how do special cards like the Action Replay and DVD Region X work? We asked Floyd and Bubba-Joe to investigate the complex world of plug-ins and make the best choice for your needs.

MEMORY PROBLEMS

Standard PS2 Memory Cards hold 8MB of data, compared to the 1MB PSone cards of old. To give you a sense of scale, standard saves, like a *GT3* options file, use around 90k of storage space. Larger games, like *Escape From Monkey Island*, use about 1000k (1MB) to store complex data. As a rule of thumb, you'll get about 30 games on a single Memory Card – and you can always delete old files to make space.

But I don't want to delete anything...

Well, you can always buy another Memory Card, or try – at your own risk – a completely unofficial expansion device – like Joytech's 16MB Memory Station. Simply plug your existing card into the docking bay to create a whopping 24MB of RAM – cheap at £29.99. Despite it being an unofficial product, make sure you use an *official* Sony card, or it won't work. Alternatively, try a Memory Link Pro – a relative of the Dexdrive for PSone. This lets you download/upload save files from the Net, using a parallel/USB port connection between your PC and PS2. Data is stored on your PC's hard drive and transferred to the Memory Card in smaller chunks when you need it. It's fiddly, and costs about £30 from specialist game stores.

DVD LOCKOUT CARDS

As you probably know, DVD movies are coded by region.

Got a technical query about PS2? Then you need the PSM2 Clinic's help. Get in touch at: PSM2 Clinic, PSM2, Future Publishing, 30 Monmouth St, Bath BA1 2BW. Floyd and Bubba-Joe thank you.

These are divided into six territories, the UK being Region Two. DVD players only work with films from the same territory so, for example, you couldn't watch an American Region One disk on your UK Region Two player. This allows film companies to stagger global release dates, and stops people buying import DVDs before a film's cinema or video release. However, the Datel DVD Region X card disables regional lock out – allowing your PS2 to play DVDs from anywhere in the world. Using a simple plug-in cartridge and boot-up CD, you'll be able to buy burning-edge American DVD releases such as *Planet of the Apes*. But don't come crying to us when Warner Bros go bust.

CHEAT CARTRIDGES

These have been around for years, and offer a variety of game-expanding benefits. For example, the Action Replay 2 lets you dress Solid Snake as a guard – or give him infinite ammo and health. Simply plug in the cartridge, select the desired cheat from the boot-up disk, and load the game as normal. New cheat codes are made available all the time, as featured in our Pro Tips section.

MAGICGATE™

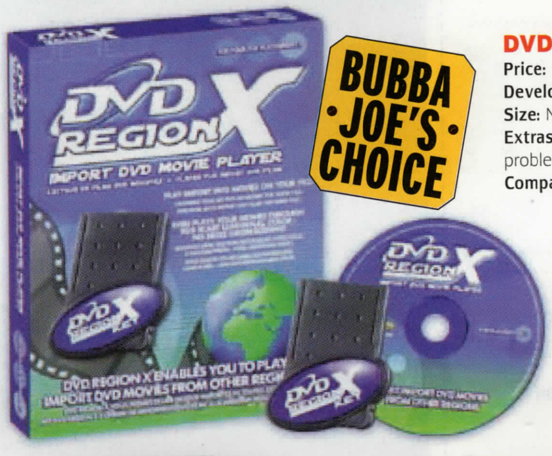
This isn't as mystical as it sounds. Basically, it's a copyright protection technology developed by Sony. It's designed to safeguard digital information, and is already being used by them in the music industry, to prevent 'unauthorised' copying, playback and transmission of protected digital music content. It's being used in Sony's own Memory Stick Walkman, where a 64MB MagicGate™ Memory Stick can be used to store up to two hours of music downloaded through a PC. This same technology is used in PS2 Memory Cards, with our sources reporting that each card carries a 'ferroelectric encryption/decryption circuit' (Mother!), for quick rewriting of saved data.

SONY
Memory Card (8MB) (for PlayStation®2) /
Memory Card (Carte Mémoire) (8 MB) (pour PlayStation®2)
PlayStation 2
8MB
MEMORY CARD
MagicGate
PlayStation®2
SCPH-10020 U

SONY 8MB CARD

Price: £27.99
Developer: Sony
Size: 8MB
Extras: None
Compatible with: All PS2 games

PSM2 Clinic
·BUBBA-JOE'S CHOICE·


DVD REGION X
IMPORT DVD MOVIE PLAYER
DVD REGION X ENABLES YOU TO PLAY IMPORT DVD MOVIES FROM OTHER REGIONS
BUBBA ·JOE'S· CHOICE

DVD REGION X

Price: £19.99
Developer: Datel
Size: N/A
Extras: Prevents RGB scart green screen problems.
Compatible with: Multi-region DVDs

MEGA MEMORY 16 MEGABYTES DOUBLE

AR2
action replay
FOR PS2

ACTION REPLAY 2

Price: £29.99
Developer: Datel
Size: N/A
Extras: Allows unofficial game enhancements, cheats.
Compatible with: Over 59 games, and growing.

JOYTECH 16MB MEMORY STATION

Price: £29.99
Developer: Datel
Size: 24MB (with normal Sony 8MB Memory Card)
Extras: Won't work without official card.
Compatible with: Official Sony Memory Card.

THE SAFE CHOICE

SONY 8MB MEMORY CARD
Price: £27.99
Developer: Sony
FLOYD SAYS: OK, so it's a little expensive, but the last thing you want is Memory Card problems. Sony's card has the added bonus of looking stylish in your PS2 – something most neon third-party products could never claim. Then again, if you'd rather save £10, buy an unofficial card and treat yourself to a pre-owned copy of *Ridge Racer 5*.
BUBBA-JOE SAYS: Gamblin's alright for city folk, but ah'd rather be wrestling with ma purtty dawgs.

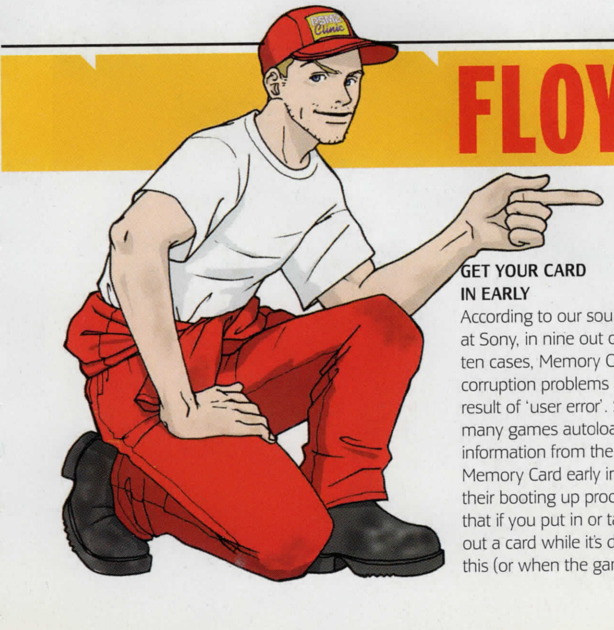
THE MOVIE BUFF'S CHOICE

DVD REGION X
Price: £19.99
Developer: Datel
FLOYD SAYS: Insert the cart, pop in the disk, and choose your desired playback region. Importing movies is slightly more difficult. The latest US DVD releases can be found at *www.pictureparadise.co.uk*, offering secure credit card purchases and quick delivery. Expect to pay about £14.99 for a brand new import DVD like *The Mexican*. Many DVDs are moving to simultaneous worldwide release dates, such as *Star Wars: Episode One: The Phantom Menace*, due on October 15th.
BUBBA-JOE SAYS: Geez Floyd... that Mr Bean is the darndest thing ah've ever seen. 'Jus lookit his funny li'l car.

THE CHEAT'S CHOICE

ACTION REPLAY 2
Price: £29.99
Developer: Datel
FLOYD SAYS: This is a great way to boost the life of your games. Replaying *MGS2* with Snake dressed as a guard is a lot more satisfying than, say, tackling *Onimusha* with infinite health and the Bishamon sword. If you cheat consistently, you'll never improve. Sure, you'd have completed the game – but that's not why you played £40 in the first place, is it?
BUBBA-JOE SAYS: My Ma says cheatin's bad, but she's sleepin' out back... aw, dammit... FLOYD... can you smell alkyhol?

FLOYD EXPLAINS IT ALL



Why do game saves get corrupted and how can you stop it happening? Floyd spills the beans...

GET YOUR CARD IN EARLY

According to our sources at Sony, in nine out of ten cases, Memory Card corruption problems are a result of 'user error'. So many games autoload information from the Memory Card early in their booting up process, that if you put in or take out a card while it's doing this (or when the game is saving), you're likely to come away with some sort of corruption. We know how frustrating this can be – we lost all our saves for the Japanese NTSC version of *GT3*. Gutting. But *we're sure* we didn't put in or take out a Memory Card at the wrong time.

KEEP IT CLEAN

A good practice is to take time out between games to browse your Memory Card's contents, deleting the save games or files you no longer need.

MULTITAP WARNING

One final word of warning – in their PS2 manual, Sony highlight not to 'insert Memory Card (8MB) (for PlayStation 2) or Memory Card into MEMORY CARD slot 1' when you're using the SCPH-1070 E MultiTap in controller port one. Otherwise 'data may be lost'. The same is true if the Memory Card and MultiTap are used in the second ports instead. It doesn't say this will corrupt your Card, but it's worth remembering. (Sony recommend you use the SCPH-10090 E PS2 MultiTap).

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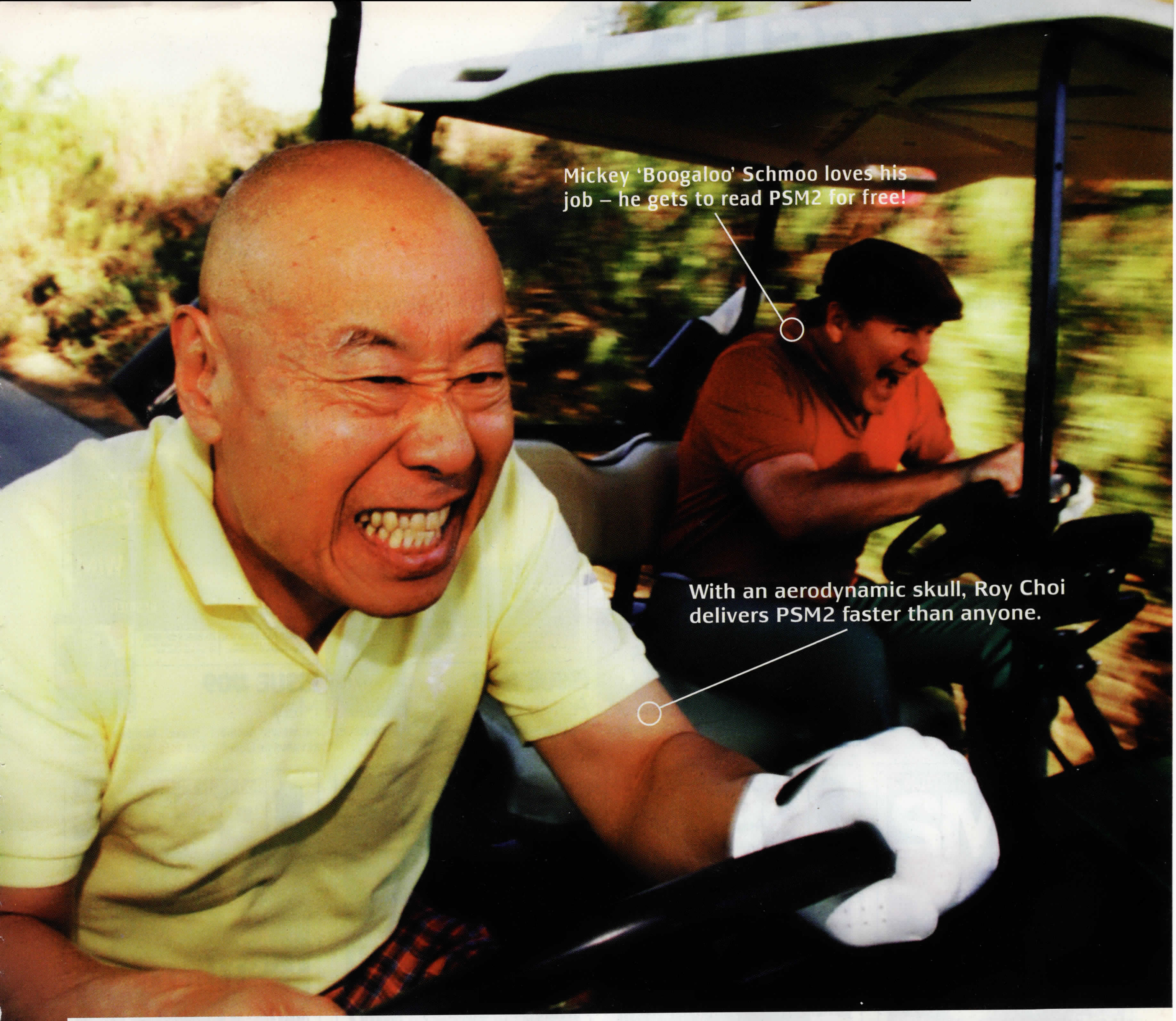

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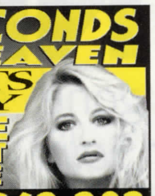

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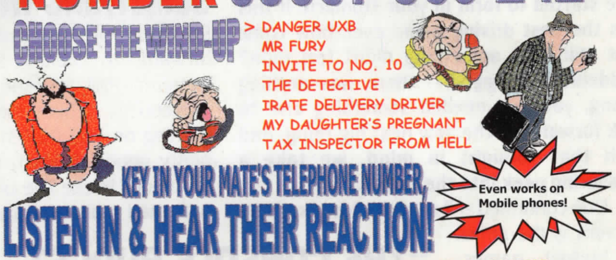

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INVESTIGATOR: Daniel Dawkins

THE NEXT BIG THING

GT3's been and gone, so what should you be excited about next... budget titles, *Metal Gear Solid 2* or, whisper it, PlayStation 3?

We bit our lips in anticipation. We grew beards and paced the carpet. We rang Sony *every single day* and screamed "When is it COMING OUT?", until, finally, in a fanfare of page-three lovelies and record breaking sales, *GT3* screamed into the UK. We played it to death. You played it to death. Even your dad had a cheeky go. And then, at the height of your euphoria, a little black hole started to form in your stomach. If this was the best driving game ever, how come that still, *still*, something didn't feel right? Suddenly it twigged – there was nothing wrong, you just needed something else to look forward to. The new next big thing. And with that thought in mind, we take a reassuring peek into the future.

One confirmed – if currently low exposure – event is the arrival of budget games. Midas Interactive recently announced the release of at least eight £14.99 PS2 games by Christmas – a mixture of puzzle, driving, fighting and sports titles – though the game names haven't been revealed. The importance of this event can't be underplayed. The console budget market is worth about £1.6m *a week*, selling nearly 150,000 units every seven days – only about 50,000 less than the full price market.

> **"THE CONSOLE BUDGET MARKET IS WORTH ABOUT £1.6M A WEEK SELLING NEARLY 150,000 UNITS EVERY SEVEN DAYS"**

CHEAP 'N' CHEERFUL

But hang on, aren't budget games *rubbish*? Midas' £7.99 PSone range hardly inspires confidence. *Anastasia*, *Lord of the Jungle*, The *Lion and the King*... the list of 'granny trickers' goes on. These titles cynically allude to a licence – Disney in this case – and palm you off with a series of shabby cartoons and sliding block puzzles. Yet for every *Mary King's Riding Star*, there's a *Chris Kamara Street Soccer* – a criminally cheap and quite decent game. After all, no-one's *making* you buy them.

Why are budget titles such a good thing? Because they bring new gamers into the fold. After all, forty quid's a lot of money for a non-committed punter – equivalent to fifty cans of lager, a posh slap-up meal or a decent pair of trainers. As Sony's astute UK PR Manager, David Wilson, recently opined to PSM2, "We compete with every other form of entertainment for available leisure." The fact isn't lost on Midas' President Paul Share: "Sony obviously want to sell a lot of machines and the way to do that is have a range of price points on software." Basically, higher console sales mean a safer future for PS2 – encouraging developers to throw their weight behind quality releases.

SOMETHING WILD

So which AAA game should you be looking forward to next? Sony's development supremo Phil Harrison spies a number of contenders: "There were over 200 games running on PS2 (at E3). Objectively, 50 were pretty good, of which ten were triple-A." He proceeded to cite *The Getaway*, *Primal* and an unnamed motion-capture title as the titles he was most excited about. PlayStation inventor Ken Kuturagi was equally confident, listing *Jak and Daxter*, *MGS2*, *Devil May Cry* and *Final Fantasy 10* as the highlights of E3.

But what about the games we *don't* know about? It would make sense for Sony to withhold some key announcements until the UK launch of Xbox and Gamecube. Games likely, though unconfirmed, include *Driver 3*, *Resident Evil 4* and an unnamed on-line project from *GT3* Producer Kazanori Yamauchi – who recently admitted, "We're working on different types of games, such as RPG's, however. I am also thinking about a motorbike game."

Ken Kuturagi expands: "Historically the first year (of a console) will see racing games and arcade-type of applications; the second year action and fighting games; third year RPGs; fourth year simulations and the fifth year some new kind of entertainment. This is how progress works – you have to give it time. PS2s developers haven't had enough time to challenge themselves – not challenge the hardware, but challenge themselves."

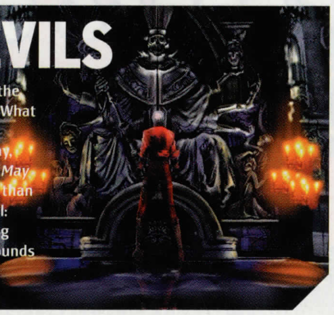
Most excitingly of all, Sony's UK Managing Director, Ray Maguire, was overheard at a recent industry event talking about the Performance Analyser – a tool used by developers to see how much capacity their game squeezes from PS2. Apparently, *GT3* – one of the most incredible looking games ever – didn't even touch the sides.

In more good news, Phil Harrison has been quoted as saying that his collaborations with Sony's US R&D teams won't see fruition for 3-5 years. In short, we haven't even started to see what PS2 can do.

Sony's on-line experience is less keenly awaited. The firm have a lot to prove, according to the Financial Times' Sathnam Sanghera: "Sony's Broadband plans are really pioneering – but no-one's made on-line console gaming work properly yet. Telewest's trials don't begin until Christmas and there's still the problem of managing a hassle-free service that they can deliver to the average customer within a year."

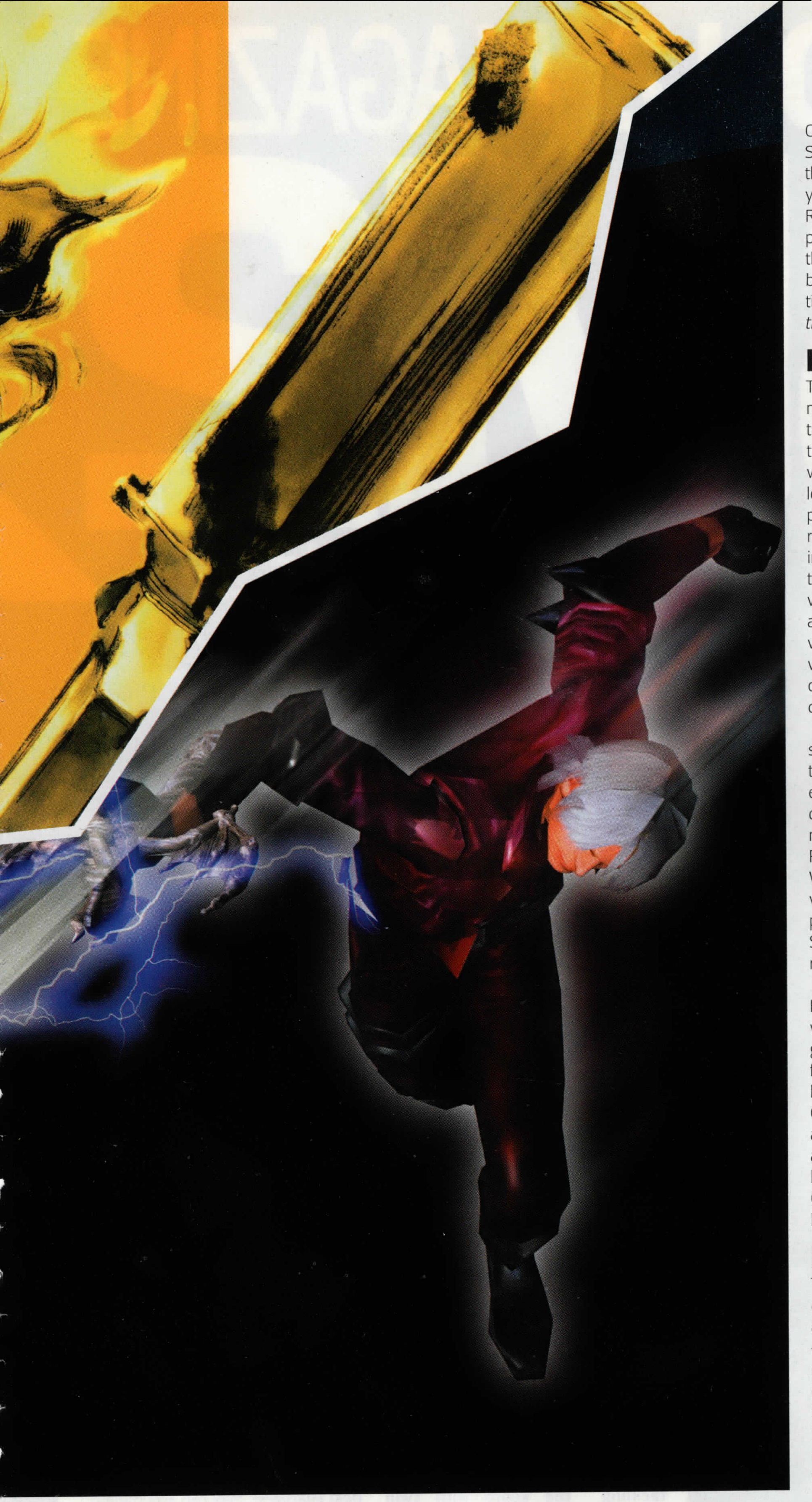
FUTURE DEVILS

The next big game doesn't need to break the mould, argues CTW Editor Kristan Reed, "What I want is original franchises. They don't necessarily have to offer original gameplay, but I'd much rather play a game like *Devil May Cry*, with its genuinely new look and feel, than *Crash Bandilegs 54*. *DMC* is hardly original: hack, slash and hack ahoy, but its amazing visuals, fantastic enemies and ethereal sounds make for a complete package."



FIGHTS, CAMERA, ACTION

Back in PSM2#07, we delivered the first details of Sony's revolutionary motion-detection system, with pictures of bemused kiddies waving huge maracas that repelled/attracted a flock of on-screen butterflies. Things have moved on considerably since then, so look forward to live-action dancing games – without dance mats – and, fingers-crossed, a lightsaber fighting game. Everything else is crossed for an Indiana Jones lion-taming game with a bullwhip plug-in.



"PLAYSTATION 3? IS THIS THE NEXT BIG EVENT? ACCORDING TO A RECENT REPORT BY MEDIA ANALYSTS SCREEN DIGEST, SONY'S NEW MACHINE COULD LAUNCH AS EARLY AS 2004"

Kristan Reed, Editor of CTW, is convinced that PS2 going on-line *won't* be the next big thing, "Forget it. If you really want on-line gaming, get a PC, or wait for PS3. Sony have already admitted as much that PS2's on-line capabilities are just a testing ground for the next incarnation of the machine. There will be very few games supporting on-line, and ultimately it'll be for PS2 owners with too much cash to spare."

PlayStation 3? Is this really the next big event? According to a recent ELSPA report by media analysts Screen Digest, Sony's new machine could launch as early as 2004. The FT's Sathnam Sanghera is less convinced, "No one knows when PS3 is coming out – the Media Digest prediction was an informed stab in the dark. It's reasonable to assume they'll get in early, but Sony are denying everything."

Or are they? Sony's Vice President of R&D Shinichi Okamoto has already let slip that they're working on a new console: "More than a year has passed since the PlayStation 2 launch. Right now we're gathering feedback from players and developers that will be applied to the design of PS3." Just last year, Ken Kuturagi bullishly claimed that PS3 would be a 1000 times more powerful than PS2 – allowing 66 *trillion* polygon calculations per second.

INVEST, AND PANTS

This is hardly a revelation. Sony wouldn't be market leaders if they didn't invest in new technology. Yet CTW Editor Kristan Reed feels that releasing PS3 early could send out the wrong signals: "I'd assume Sony would be looking at a Japanese launch in early 2004, possibly late 2003. Consoles usually get released in five-year-cycles, and 2003 would indicate Sony aren't confident of PS2 'lasting the course'– it would send out completely the wrong signals to the industry and consumers as a whole. People investing £300 in PS2 would be mightily pissed off if their investment was 'wasted'. After all, those who spent £300 odd in 1995/6 on a PSone got plenty of value, didn't they?"

The big surprise, and perhaps the most significant development of all, is controller technology. For over a year, Sony have been experimenting with USB camera motion-capture set-ups. The camera gauges your movements, and feeds them directly into the PS2 allowing instant on-screen interaction. When PSM2 went for an early demonstration, we suggested the technology would be perfect for a Star Wars lightsaber game – a Sony exec winked, and confirmed – off the record – that this was their first thought.

Sony's UK development head, Phil Harrison, offers a tantalising glimpse of what we can expect: "I can't say what the product is going to be, but in my opinion it's a new format of entertainment that breaks down the barrier that's represented by a game controller. Once you eliminate that, a three-year old and an 83-year old can interact with this device, and the possibilities get very interesting." A live-action formation dancing game featuring Q-Tip and a trunk-load of honeyz? It mightn't be so far away.

FAIR SHOUT

The innovation doesn't stop there. At E3, Sony demonstrated a live-networked, voice-activated version of special ops game, *SOCOM* – where two teams of three barked commands in an attempt to flank the opposition. Shinji '*Devil May Cry*' Mikami and Hideo Kojima have both expressed an interest in voice technology. Digital camera technology was used to digitise players faces in Japanese title *Everybody's Golf* – and the same feature is rumoured to be coming to Sony's forthcoming *World Rally Championship*.

The next big thing? Take your pick. In addition to *Pro Evolution Soccer*, *Tekken 4* and *ICO*, there's Yamauchi's secret on-line project, untold AAA+ third-generation games and the artery-clogging prospect of a lightsaber-waving Jedi Knight title. Rest assured, the future's never looked brighter. For now, take a deep breath, pop *GT3* back in the disc tray, and start living for the moment. After all, today's old news, was yesterday's next big thing. **PSM2**

BOG MOUTH!

THE INDUSTRY SPEAKS TO PSM2

We've made our predictions, but what are the industry's key players looking forward to? We dug out the tea leaves, and invited them round for a chat…

"As a PS2 gamer, I'm not really interested in endless sequels – which are usually only slightly better looking versions of what we've played before. *Max Payne* on PS2 will be interesting if Rockstar can achieve even half of what developers Remedy pulled off on the PC; as will *Metal Gear Solid 2* – which shows the kind of effort that should go into a sequel. The new *ISS*, *Pro Evolution Soccer*, is the first football game of worth to grace the PS2."
Kristan Reed, Editor, CTW

"Sony will do what every other dominant platform holders have done when faced with impending competition: they will, sensibly, lower PS2's pricepoint to £200 by the end of this year."
Tony Mott, Producer, Bam! Entertainment

"I'm looking forward to next year, with fierce competition from Xbox and Gamecube, Sony's marketing campaign will go into overdrive – they'll always be in the news. The quality of games will rocket."
Sathnam Sanghera, Financial Times

"The technology may have been improved, but it doesn't change the dynamic that has always ruled our industry: content is king – the software determines the success or failure of the hardware. Sony is doing a good job of selling the hardware, now it's up to developers to show the gaming public what this thing can do."
Frank Gibeau, Vice President of Marketing, Electronic Arts

NEXT MONTH

SEASONS GREETINGS… EEEK.

Dear God, It's nearly Christmas. *Again*. Who's going to clean up this year? Is there going to be the equivalent of *Millionaire*… on PS2? E-mail us with your views today…
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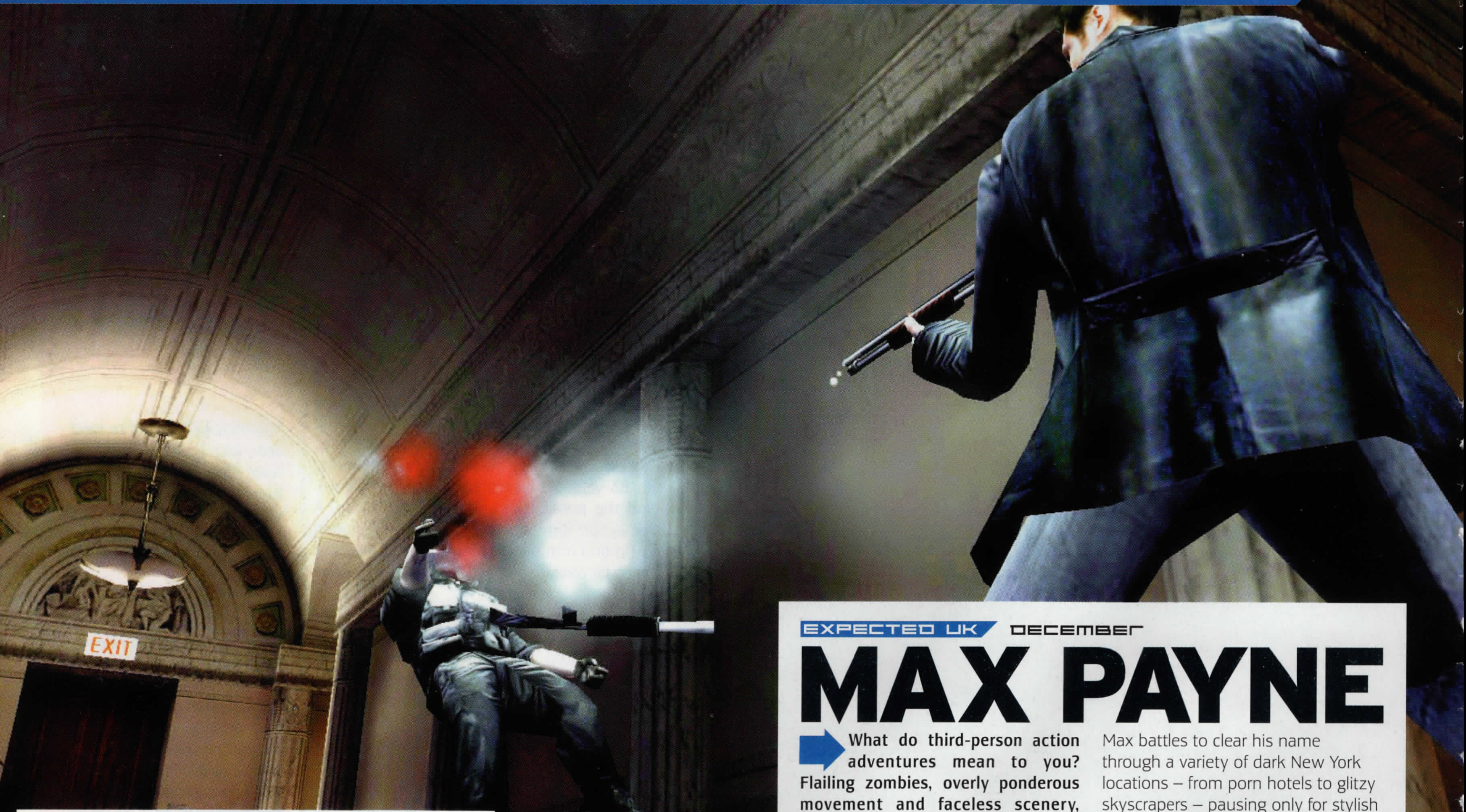


EXPECTED UK DECEMBER

MAX PAYNE

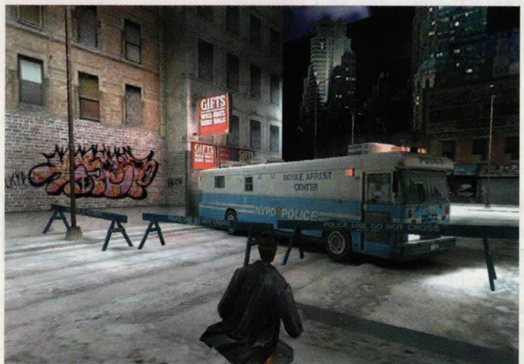
What do third-person action adventures mean to you? Flailing zombies, overly ponderous movement and faceless scenery, perhaps? Think again. *Max Payne* is tackling the genre with twin berettas and Jackie Chan acrobatics. Take 2's latest kicks survival horror in the teeth with a noirish gun-busting action movie – where you call the shots.

The idea: Somewhere between The Matrix, Seven and, eek, *X-Squad* lies the seedy world of *Max Payne*. Our hero is a DEA agent sworn to revenge the murder of his family by drug-crazed thieves. As Max moves in on female Mafioso crime boss, Nicole Horne, his corrupt partner frames him for a murder he didn't commit. Related through flashback, Max battles to clear his name through a variety of dark New York locations – from porn hotels to glitzy skyscrapers – pausing only for stylish plot exposition.

Best Features: Max can accumulate 'Bullet Time', slowing the action as the camera pans Matrix-style around his targets. Using the extra time, you can lock onto multiple targets, dispatching justice in one dramatic move. The 'Bullet Dodge' feature lets you turn 360° mid-leap, perfect for checking out T-junction corridors. Add Desert Eagle pistols and Jackhammer Shotguns for bullet-spitting carnage to shame John Woo.

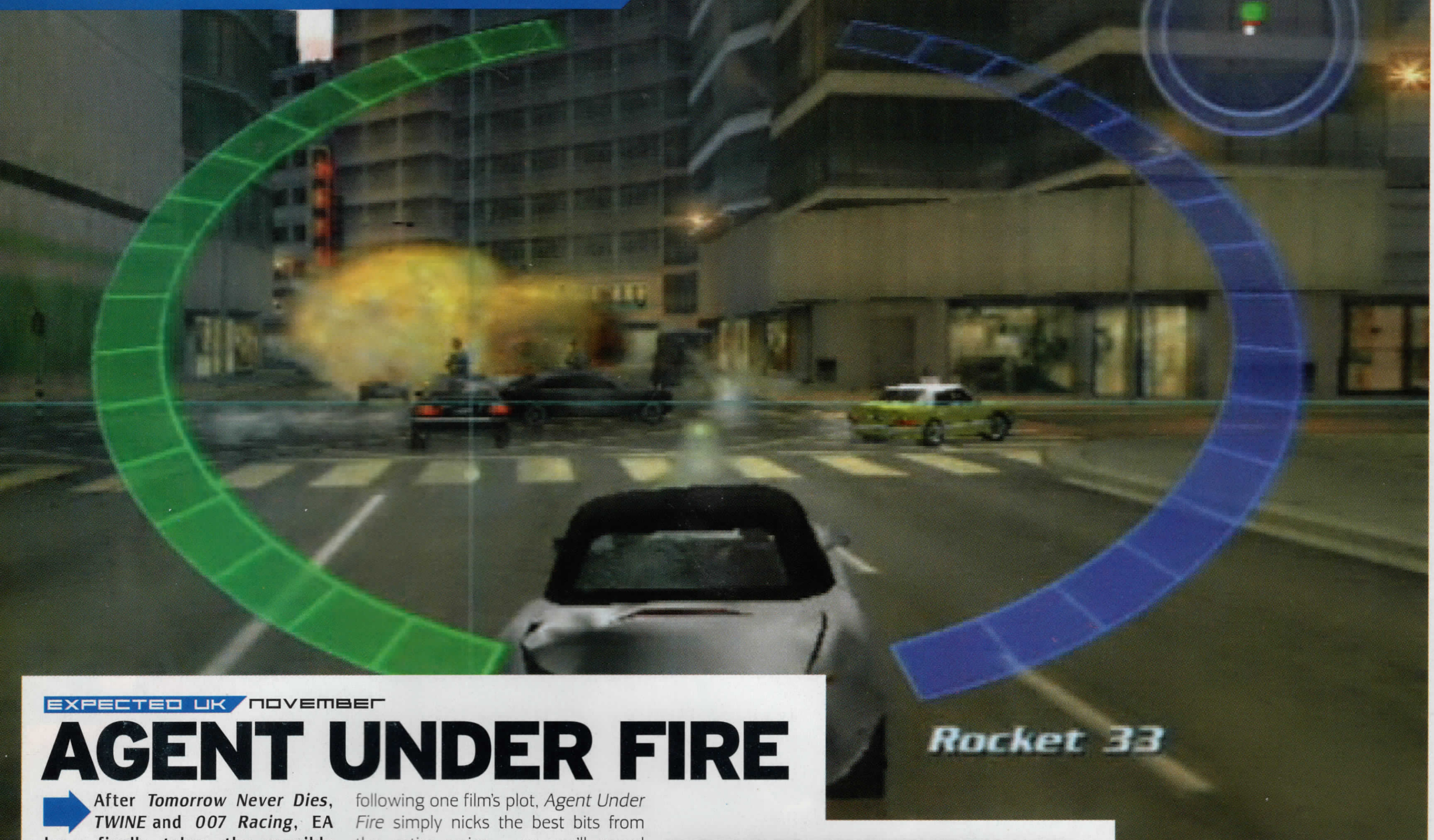
Bottom Line: Our sister mag, PC Gamer calls *Max* 'the best action game ever'. We're quietly excited.

ANTICIPATION ★★★★



NYPD VIEW: The seedy New York locations have been carefully recreated - just check that graffiti.

SILENT ROPE: As Max moves through the city, he encounters tougher, body-armoured opponents.



EXPECTED UK NOVEMBER

AGENT UNDER FIRE

After *Tomorrow Never Dies*, *TWINE* and *007 Racing*, EA have finally taken the sensible approach to making a Bond game – make it a bit like *GoldenEye*, but pack it with gadgets and pretty ladies to give it that super-spy flavour. Tack on some driving sections developed by the team behind the *Need For Speed* series, along with a four-player mode – and this should be the most complete Bond experience yet.

The idea: Rather than scrupulously following one film's plot, *Agent Under Fire* simply nicks the best bits from the entire series – so you'll spend entire levels sneaking about, then be rewarded by running rampant in an enormous gatling-equipped tank.

Best Features: Being awarded 'Bond points' for performing tasks in a suitably debonair manner – why creep around the laser trip mines when you can take them out with a burst from your Walther?

Bottom Line: The combination of genres might be tricky to pull off, but the FPS sections already offer that heady mix of stealth and spiralling bodycounts that Bond fans'll love.

ANTICIPATION ★★★

> **"ONLY WITH BOND-STYLE WIT, WILL THE PLAYER BE ABLE O DEFEAT MALPRAVE'S MINIONS... AND GET THE GIRL."**
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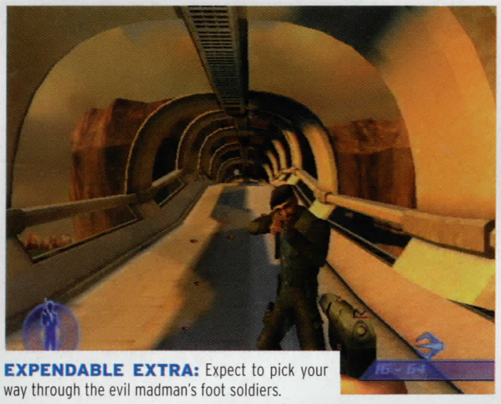
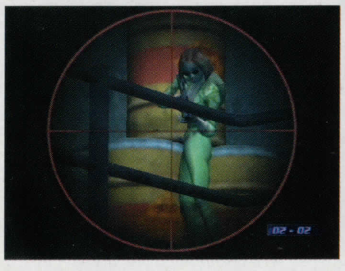
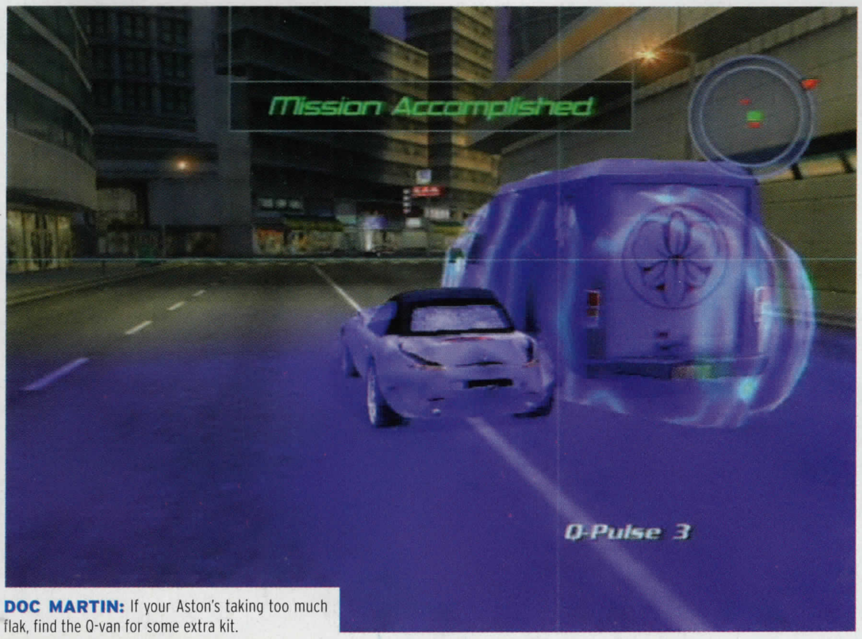
> It does mention Q's gadgets as well, but the idea of crushing a megalomaniac with a chafing one-liner and coaxing his missus into bed sounds almost perfect.



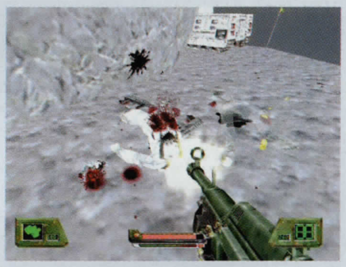
EXPENDABLE EXTRA: Expect to pick your way through the evil madman's foot soldiers.



CAN'T SCOPE: For the hormonally challenged, the sniper rifle's handy for looking down ladies' tops.



DOC MARTIN: If your Aston's taking too much flak, find the Q-van for some extra kit.



EXPECTED UK DECEMBER

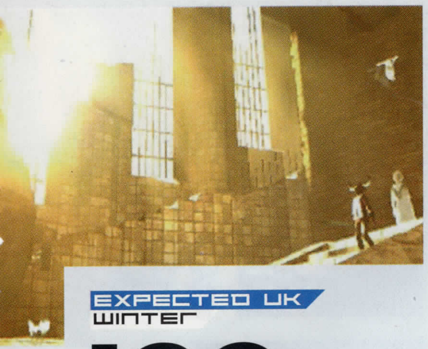
SOLDIER OF FORTUNE

The idea: You're a hired gun for the US government sent on a variety of covert – and downright bloody – infiltration missions. It's standard first-person fare with a disturbing, 'real' approach to violence. Wooch! there goes my spleen.

Best Features: Each character features 26 impact zones, allowing for ultra-precise takedowns. Zooming in with a sniper rifle, you can blast a guy's knee off, watch him wriggle in agony and systematically remove his limbs. Horrific. The terror takes place over 26 levels from Siberia to Tokyo.

Bottom Line: Aside from the barbaric novelty of torturing a fallen foe, this is average FPS stock. Caution advised.

ANTICIPATION ★



EXPECTED UK
WINTER

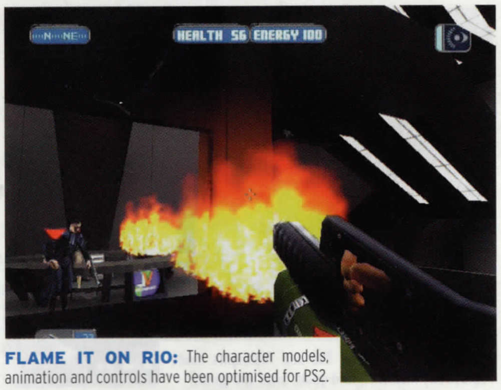
ICO

The idea: You play a horned boy who's cast from society and buried alive in a faraway castle. He dreams that a beautiful princess has been trapped in the same place, imprisoned by an evil witch. Lo and behold, ol' bumpy nog wakes up to find the princess right next to him. Unsurprisingly, he decides to save her. Game on...

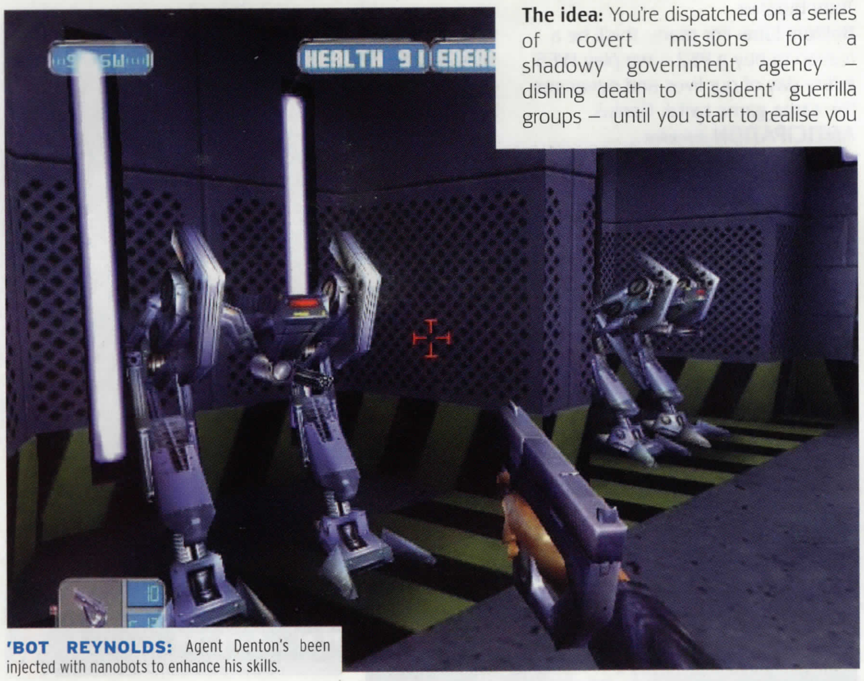
Best Features: It's beautiful but wondrously understated. There's no music, but you can here little details like the princess' dress flapping in the breeze. The lighting and animation is so convincing, you'll think you've stumbled into a cartoon. The game is more puzzle adventure than action game – the challenge lying in manipulating your environment to keep making progress.

Bottom Line: One of the stand out games at E3, ICO is developing into an enchanting adventure bar none. We can't wait.

ANTICIPATION ★★★★★



FLAME IT ON RIO: The character models, animation and controls have been optimised for PS2.

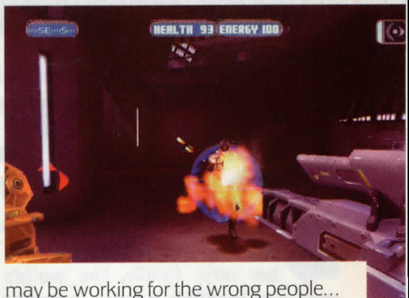


'BOT REYNOLDS: Agent Denton's been injected with nanobots to enhance his skills.

EXPECTED UK / WINTER

DEUS EX

In a polluted future, the global economy teeters on the brink of collapse. Terrorists openly roam the streets, and an ancient conspiracy group's making plans to dominate the Earth. It's left to special agent JC Denton to save humanity, and – as luck would have it – safeguard the future of first-person shooters. The PC version was hailed as the best game ever – and the PS2 version looks even *better*.



The idea: You're dispatched on a series of covert missions for a shadowy government agency – dishing death to 'dissident' guerrilla groups – until you start to realise you may be working for the wrong people...

Best Features: You can approach the game in any fashion you want – stealthy or gung-ho – which affects the development of your character. Skills such as hacking, lock picking and swimming can be boosted in an RPG-style fashion. Add a twisting moral plot, an ultra-satisfying sniper rifle and a bunker load of modifiable weapons, and you've got some idea what the fuss was about. The controls have been streamlined for the DualShock 2, with all-new animations and fresh cut-scenes.

Bottom Line: The closest thing to a first-person shooter cum RPG. The buzz word is immersion – you don't so much play *Deus Ex*, as live it. This *will* be terrific.

ANTICIPATION ★★★★★

HEALTH 64 ENERGY 100

Black Jack
CASIN

EXPECTED UK
SEPTEMBER

JONNY MOSELEY MAD TRIX

The idea: If your idea of extreme skiing is Gene Wilder in a neon all-in-one, take a look at Jonny Moseley. This former Olympic champion sports mean-ass threads and ski's like Franz Klammer on testosterone. Yes, 3DO – of *Army Men* fame – are making *SSX* skiing.

Best Features: Over 150 tricks including...er, grinds, based on the motion-captured antics of the man himself. Tackle absurd city environments like Rome and Vegas, bouncing off quarter-pipes into hotel rooms. Expect a Career mode, and the ability to make your own movies.

Bottom Line: 3DO in knockout game shock? You never know...

ANTICIPATION ★★★★

EXPECTED UK
2002

SPIDER MAN THE MOVIE

The idea: Loosely based on the forthcoming film, you'll guide everybody ' s favourite web slinger through a series of timed challenges, battling with classic villains such as Shocker, Vulture and the Green Goblin – sticking tight to the successful template of the PSone game.

Best Features: Developers Treyarch have removed the fogging that plagued the 32-bit version, upping the sense of immersion. Spidey's fighting moves have been deliberately exaggerated, taking the spectacular boss battles back to their comic roots.

Bottom Line: Um, haven't we seen this before? The PSone game was good, but this reeks of cash in. Sorry.

ANTICIPATION ★★

EXPECTED UK
DECEMBER

MASTER RALLYE

The idea: A free-roaming rally driving game. Eh? Basically, there's no set circuit or track to adhere to, you've just got to get from point A to point B in the quickest time possible. So that'll be going round in circles in a cloud of dust, then. Great.

Best Features: Decisions, decisions. Do you tackle that steaming great hill in low gear or go tearing round its circumference on the empty roads? Use the handy GPS system, and your 'knowledge' of the terrain to optimise your route. Neat physics, too.

Bottom Line: The PC version was meandering, and unless they tighten the structure, this'll irk PS2 gamers.

ANTICIPATION ★★

EXPECTED UK
2002

WILD ARMS ADVANCED

The idea: Attempt to straightjacket a commune of caffeine-addled hippies, while they pump their arms like steam pistons to a rare collection of Chumbawumba B-sides. No. Not really. It's an RPG. Cruel old world, eh?

Best Features: Building on the success of the PSone games, expect an enhanced version of the Force Ability combat system, allowing new special attacks. Battles will be more strategic, with subtle stance alignment and more action based puzzles using the Analogue stick.

Bottom Line: The PSone games were a neat alternative to the *FF* series – this PS2 version will be better.

ANTICIPATION ★★★★

EXPECTED UK / OCTOBER

PRO EVOLUTION SOCCER

We've waited a small eternity, but now, finally, the world's greatest football game – patent pending – is warming up on UK touchlines. This is going to be huge...

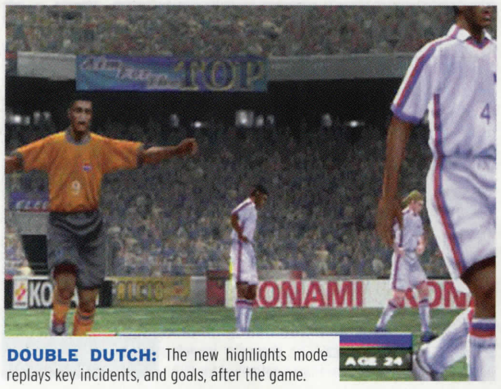
The idea: Um, it's football, right? Konami's tactical tour-de-force takes a realistic approach, dishing up some of the most satisfying gameplay in any competitive game, ever. Yes, that includes *Tekken*, *SSX* and *Super Bust-A-Move*.

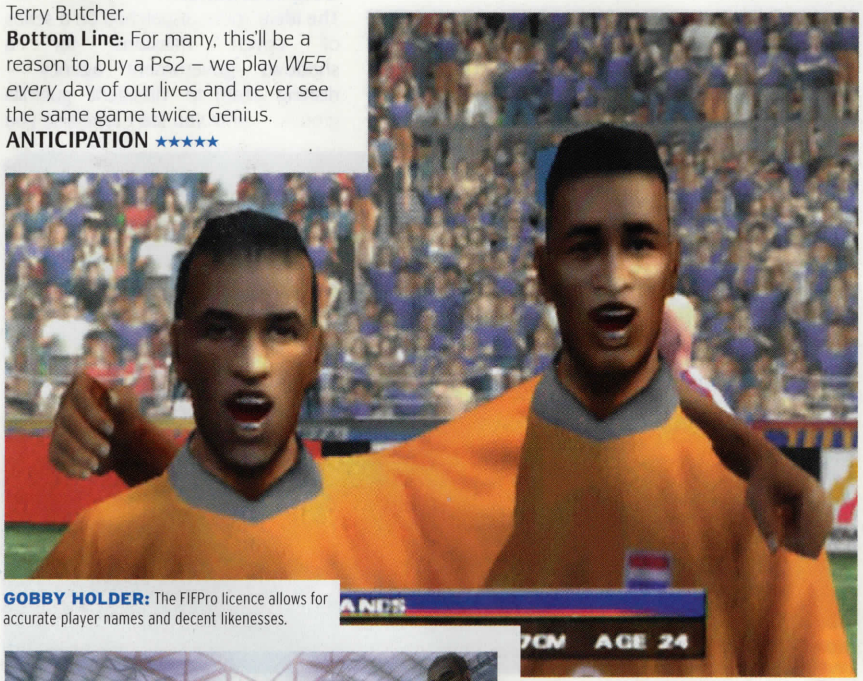
Best Features: The slick passing, cutting through balls and clinical finishing of the Japanese version – *Winning Eleven 5* – have been retained, but refined with analogue button control for the UK market. Basically, the World's most precise gameplay system is getting even smarter. Other changes include an increased number of stadia – seven, plus a training ground – and an enhanced formation editor. The game uses a FIFPro licence for accurate player names and likenesses, with commentary from Chris James and Terry Butcher.

Bottom Line: For many, this'll be a reason to buy a PS2 – we play *WE5* *every* day of our lives and never see the same game twice. Genius.

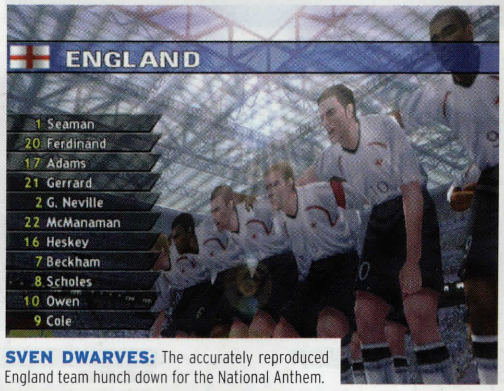
ANTICIPATION ★★★★★

> **"USING THE ADVANCED NEW CONTROL SYSTEM IT'S POSSIBLE TO RECREATE THE DRIBBLING MAGIC OF RYAN GIGGS"**
>
> **SHINGO TAKATSUKA KCET**
> Producer Takatsuka describes how star players stand out, without damaging the poetic passing dynamic.

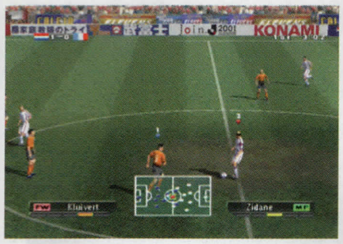

DOUBLE DUTCH: The new highlights mode replays key incidents, and goals, after the game.

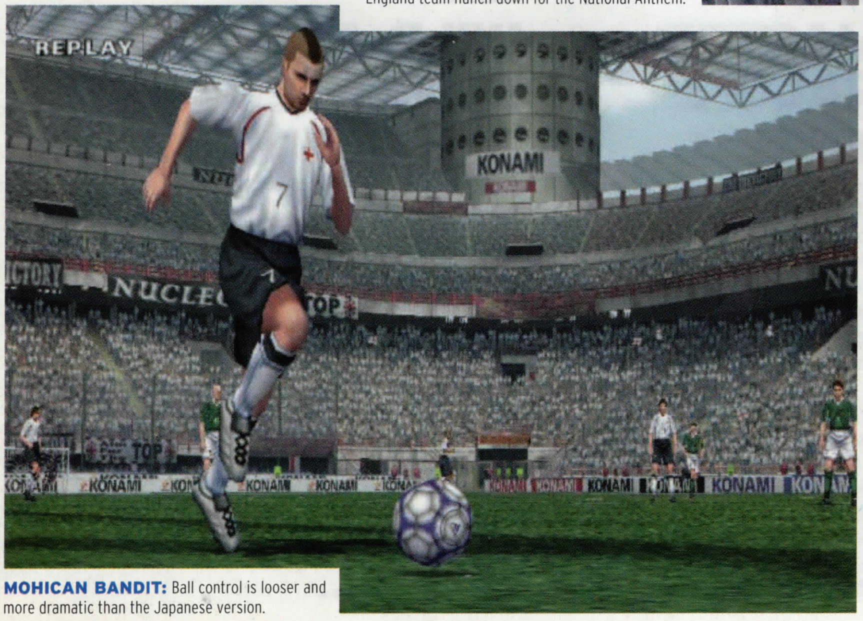

GOBBY HOLDER: The FIFPro licence allows for accurate player names and decent likenesses.

RED OR DEAD: The refereeing's as controversial as ever, ensuring heated two-player confrontations.

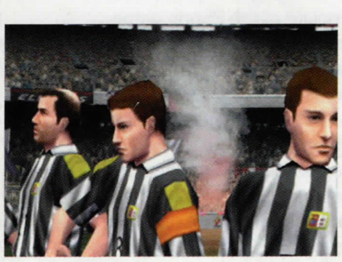

ENGLAND
1 Seaman
20 Ferdinand
17 Adams
21 Gerrard
2 G. Neville
22 McManaman
16 Heskey
7 Beckham
8 Scholes
10 Owen
9 Cole

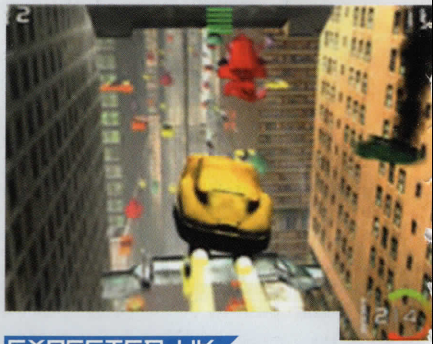
SVEN DWARVES: The accurately reproduced England team hunch down for the National Anthem.


MIDFIELD GENERAL: Press L1 to gain close control and skip past incoming tackles with ease.


MOHICAN BANDIT: Ball control is looser and more dramatic than the Japanese version.

PUNCH OF FIVES: 'Keepers react intelligently, so precision shooting is the order of the day.


ZIDANE NEXT TO ME: The pre-match warm-ups are spectacular - check out the fizzing crowd flare.



EXPECTED UK
NOVEMBER

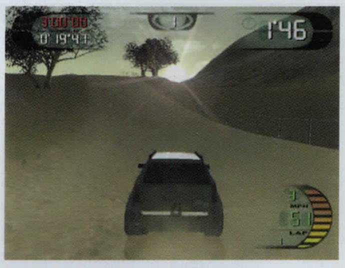
NY RACER

The idea: Remember The Fifth Element, the lunatic Luc Besson sci-fi flick starring Bruce Willis? You do? Then you probably remember the scene where Milla Jovovich falls hundreds of feet through a jam packed city skyway into baldy Willis' hover taxi. If, like us, you thought this might make a pretty decent location for a racing game, prepare to feel fairly smug...

Best Features: Developers Kalisto want to create a free-form, chaotic city romp. The 12 tracks are accurately based on locations from the movie, featuring full horizontal and vertical movement – freefall dives inducing a real sense of vertigo. There're over 30 vehicles including, yes, ol' chrome dome's cab. Expect power-ups, countless championships and a – not simultaneous – eight-player mode.

Bottom Line: It's early days, but a tight graphics engine could make this a contender. If not...

ANTICIPATION ★★★



EXPECTED UK
NOVEMBER

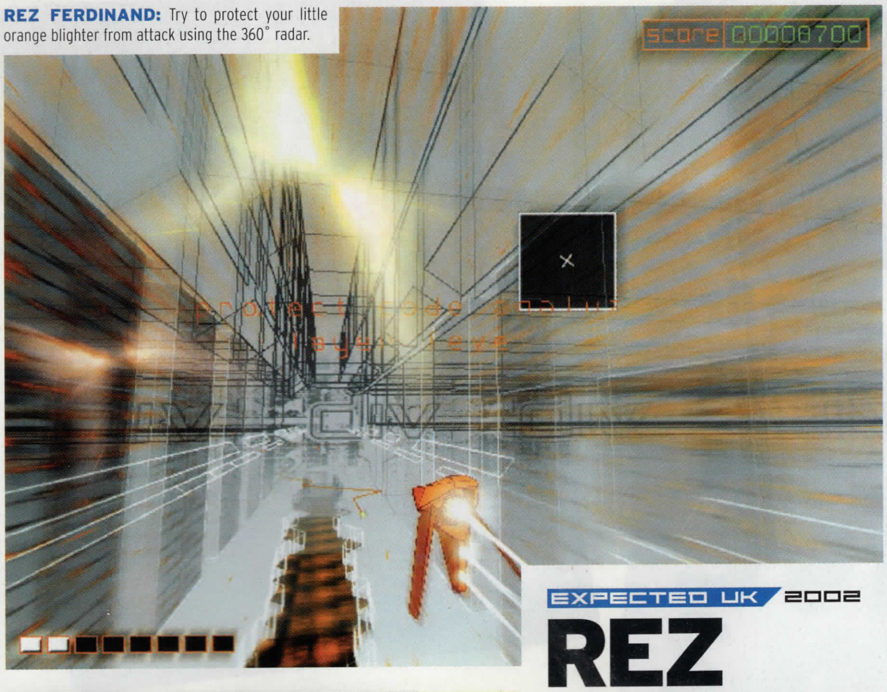
GTC-AFRICA

The idea: It's traditional rally championship racing but played out against the stunning panoramas of Africa. Offering much more than dusty tracks and yawning tigers, expect snowy valleys and bustling city circuits.

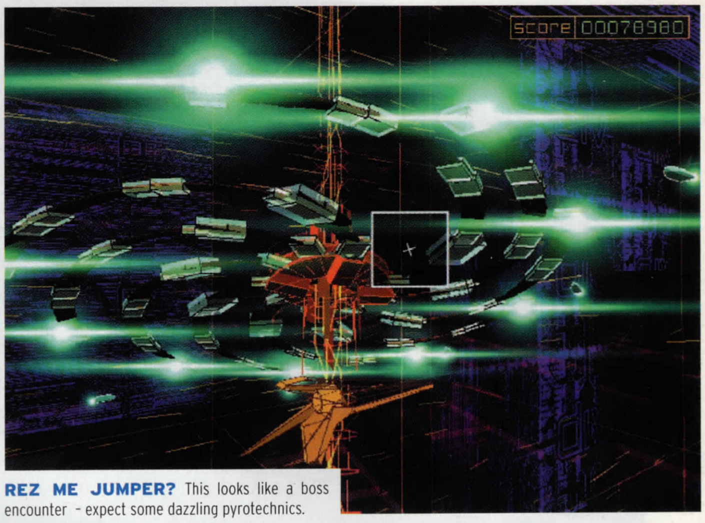
Best Features: The draw distances are really impressive, with disco laser sun flare effects and roaring dust particles. The car physics are unfussy, yet rewarding – imagine *Ridge Racer* – rally edition. With three major championships, 18 challenge modes and two-player split-screen racing this is shaping up into a comprehensive package.

Bottom Line: Without excelling in any particular area, Rage's racer provides fast arcade thrills. One to watch...

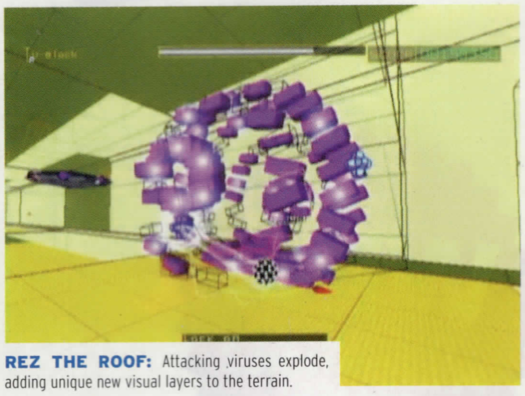
ANTICIPATION ★★★



REZ FERDINAND: Try to protect your little orange blighter from attack using the 360° radar.



REZ ME JUMPER? This looks like a boss encounter - expect some dazzling pyrotechnics.



REZ THE ROOF: Attacking viruses explode, adding unique new visual layers to the terrain.

EXPECTED UK 2002

REZ

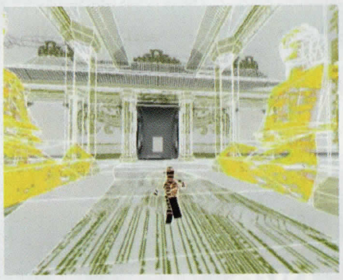
Sega don't tend to follow the established rules...

The idea: Synaesthesia, which is basically a fancy term for the hypnotic integration of sight and sound. Imagine Sega's classic shoot-em-up *Panzer Dragoon*, with a touch of *Tron*, *Tempest* and the 4ams. Simple concept, mesmerising results.

Best Features: As you successfully defend your character from attack, the scenery evolves from a wire frame mesh into a pulsating orgy of colour, bristling with opaque solidity. Each enemy virus contains unique audio and visual layers, turning combat into a sensory artform. No two games are the same.

Bottom Line: Captivating and intuitive – we simply can't wait. If only more PS2 games would take such a brave approach.

ANTICIPATION ★★★★★



FAT REZ: The graphics should set new standards for PS2 - and the gameplay is pure polished Sega.

> **"I DON'T THINK THE GAME IS EASY TO EXPLAIN ... I THINK OF IT AS A 'DRAMATIC-TRANCE-MUSIC-SHOOTER'. I WANTED TO PROVIDE GREAT SENSATIONS"**
>
> **TETSUYA MIZUGUCHI SEGA**
>
> The man who gave us *Space Channel 5* explains the difficulties in categorising his latest project. He wants to capture the deep emotions of clubbing... but in a black box.

EXPECTED UK 2002

XENOSAGA

The idea: Heavily inspired by cult PSone RPG *Xenogears*, though not – officially – a sequel, Namco's latest blends religion, philosophy and – you've guessed it – mech combat. The game's subtitle is 'The Will to Power' – Nietsche gets Transformers on yo' ass.

Best Features: In addition to the sumptuously complex, if contrived, humanity-faces-extinction scenario, there's deep character interaction with gorgeous 3D rendering – just check the hair and facial animations – plus a glorious absence of random battles.

Bottom Line: Provided Namco see sense and produce an English translation, RPG fans can expect an off-kilter treat – and not a bleedin' orc or wizard in sight.

ANTICIPATION ★★★★

EXPECTED UK DECEMBER

ROBOT WARS

The idea: If you're not interested in the Six O'clock News, chances are you've watched – and loved – BBC2's Robot Wars. Basically, terminal nerds and cloying father/son partnerships build huge robots out of pointy metal and send them to wage remote-controlled war in an obstacle packed arena. Tears guaranteed.

Best Features: Design your robot from the ground up with buzz saws, jackhammers and, er... false chins.

Bottom Line: Without the perverse thrill of watching robot owners choking back tears when their Meccano behemoth is crushed into an OXO cube, we can't see how this'll work. But if they do...

ANTICIPATION ★

EXPECTED UK NOVEMBER

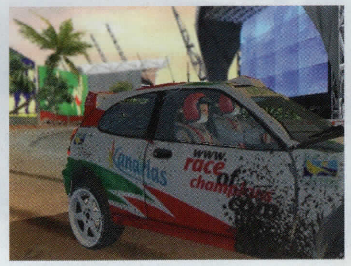
TEST DRIVE

The idea: You like fast cars. You like breaking the law. You don't like professional race driving. All you want to do is run red lights and dodge pedestrians in the world's busiest cities. Boy, are you in for a sparky treat.

Best Features: Built from the ground up, to maximise PS2's complex architecture, Infogrames' latest is the finest looking racer this side of – you've guessed it – *GT3*. The police exhibit cunning AI in their increasingly desperate attempts to trap you, while pedestrians react with suitable mania to a speeding Dodge Viper.

Bottom Line: A series with a yo-yo-like reputation for quality – let's hope we catch it on the up. Early signs point to a sleeper hit.

ANTICIPATION ★★★★



EXPECTED UK AUTUMN

RACE OF CHAMPIONS

The idea: For the first time, gamers can take part in the prestigious Michelin Race of Champions, held annually in the Canary Islands to decide the World's greatest driver.

Best Features: It's pure head-to-head racing, with intense physics modelling and ultra-detailed car models.Choose from 24 licensed cars and drivers such as Didier Auriol and – Kazunori Yamauchi's favourite driver – Tommi Makinen. Developers Climax promise 12 dirt-packed levels.

Bottom Line: It'll take something special to lift this above *GT3* or the forthcoming *Colin McCrae* game. We can't see it yet.

ANTICIPATION ★★

NEXT ISSUE

WE'LL UPDATE YOU ON THESE GAMES:

- Get into crash positions for a comprehensive look at *Burnout* and *Test Drive*. We clear the streets with our in-depth previews.
- A full review of the Japanese version of *Devil May Cry*.
- The definitive PSM2 verdicts on 3DO's *Portal Runner* and Eidos' *Soul Reaver 2*.
- Plus loads more...

FOUR PLAYABLE GAMES INSIDE!
■ MTV MUSIC GENERATOR 2 ■ DEAD OR ALIVE 2
■ ZONE OF THE ENDERS ■ FORMULA ONE 2001

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- World Rally Championship 2001™ ■ Onimusha™
- Crazy Taxi™ ■ Ace Combat 4™ and loads more!

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DON'T MISS THIS!

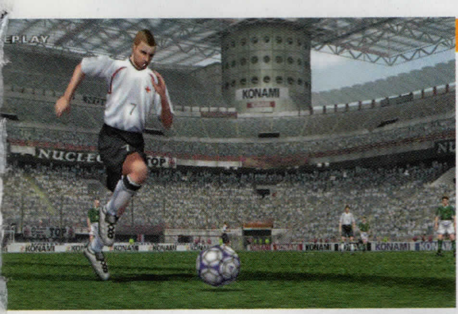
"DEVIL WORSHIP"

IS THIS THE CHRISTMAS No.1?
Industry insiders are already predicting *DMC* will be the biggest PS2 hit this christmas. We'll tell you if it lives up to the hype.

HALF-MAN. HALF-DEMON. PURE VENGEANCE.
DEVIL MAY CRY: THE TRUTH

The long-awaited PSM2 verdict on Capcom's blockbuster. We play it to death and tell you how it handles, how exciting the missions are and if it's worth the cash.

PLAYED RELIGIOUSLY! THE HOTTEST GAMES



PRO EVOLUTION

The footy game we're gagging for. We bring the best coverage of the year's biggest sports game. Expect lots of swearing.

BURNOUT

Incredible car carnage from the fastest, most exhilarating driving experience on PS2. Hold on to your wallets…

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More *Final Fantasy 10!* More *GT3!* More *SSX Tricky!* More *Tony Hawk's 3!* More *FIFA 2002!* More *Stuntman!* More *WipEout!*

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Plus loads of major new titles – more games than any other mag!

Due to game slippage, magazine contents subject to change

ALL IN THE NEXT ISSUE!

PSM2 #15 ON SALE THURSDAY 4 OCTOBER

LAST LAUGH

WHERE REALITY LEAKS OUT OF YOUR CONSOLE, AND RUINS THE SHAG PILE

PSM2 PRESENTS: A PLEA FROM SO MEER BUT YET SO FAR

Ooo... cute animals in games. But it's not all crates and power-ups

BY: Rufus McGrew

Photo by kind permission of *www.spxyder.com*. It's Meerkat central.

Think of Meerkats, and you'll probably picture them sunning themselves in the Kalahari desert, feasting on scorpions and ant larvae, or chatting with their brood in comically exaggerated Geordie accents. But for Meerkats like Daxter, the reality is much grimmer.

For years, the same organisations that campaign on behalf of Racing Greyhounds, Fighting Cocks and Dancing Bears have overlooked a far more sinister business – the illicit trade in Platform Meerkats.

CRATE SCOTT! OH, THE HUMANITY: Is this the way you'd like these furry little balls of fun to spend their days? Hmmm?

These animals are beaten into thinking that they were once human and told that only their platform-hopping masters can help them find the Green Eco they need to regain their original form – in return for a life of abject servitude. Some of them spend years clinging to the shoulder of a blond muppet, only finding a fleeting sense of purpose when they're required to help him up a difficult ledge or point out a treasure chest he's missed. They live in terror of the next monster they'll encounter, knowing they'll be twirled around as a sort of furry nunchaku until they're sick, bruised and bewildered. Eventually, their reactions slow, their grip starts to slip, and they start to forget the smug one-liners they've been trained to regurgitate.

Then they're simply abandoned, left on a floating platform or in a 'secret cave' for organisations like So Meer But Yet So Far to find. We try rebuild their shattered lives, teaching them to look for food and shelter instead of bells and crates, and communicate through familiar scents instead of glib patter. It isn't easy, but you can help.

> **"THEY LIVE IN TERROR OF THE NEXT MONSTER, KNOWING THEY'LL BE TWIRLED AROUND AS A SORT OF FURRY NUNCHAKU UNTIL THEY'RE SICK"**

Look at their little eyes. Can you find it in your heart to adopt a Meerkat today?

Oh, go on. We've got a warehouse full of them, and we're at our wits end. **PSM2**

A SIDECAR NAMED DESIRE: For the love of God! It's worse than those dogs on motorbikes that toss TV shows love.

WHAT CAN I DO?

If *you* want to help a Meerkat like Daxter, fill in the form below. Every little helps, although we'd rather you give as much as you can afford. Go on. What's the matter with you? Look... *look* at them, you heartless bugger.

£10 will buy us enough millipedes and grasshoppers to feed a malnourished Platform Meerkat.

£20 will buy a UV sunlamp to mimic the stifling conditions of the deserts in which Meerkats flourish.

£30 will buy us a bigger crate to stuff the Meerkats in. We've only got one at the moment, and it's starting to smell. *Really bad*.

£50 will buy you your very own Meerkat. You can give it baths, and everything.

YES!

I'm the sort of insouciant armchair philanthropist that's a sucker for this sort of thing, mainly because of a sort of abstract guilt that I'm indirectly contributing to the destruction of the planet.

I enclose: £10 ☐ £20 ☐ £30 ☐ OTHER ☐

YEESSSS!

Send me a Meerkat. In the event of you running out, I accept that I'll never see my money again, although you might send me a hastily-scrawled certificate, or something. Of course, I don't know anything about Meerkats, and I haven't even *considered* the fact that their aggressively tribal nature means they'll probably savage the very friends I've bought them to impress. I also hereby absolve you of all responsibility in the event of my being struck down with rabies, anthrax or bovine tuberculosis. Oh, but aren't they *cuuute*?

I enclose £50 ☐

Mr/Mrs/Miss/Other ....
Name..
Address ....

Signature ....

DISCLAIMER: So Meer But Yet So Far is not a registered charity. At all. It's made-up.

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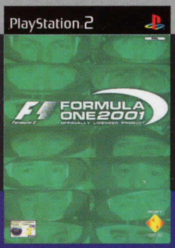
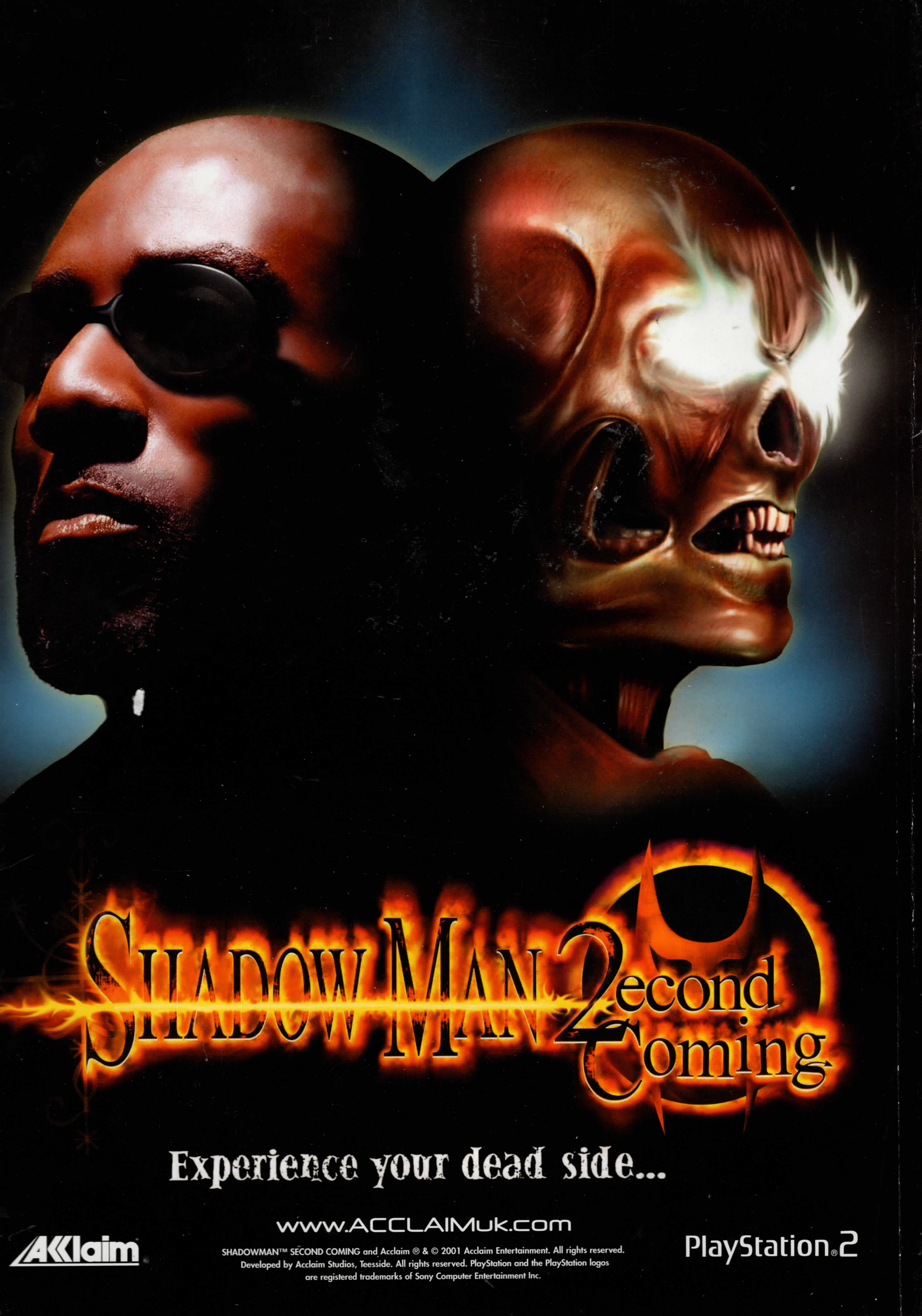


THE ONLY GAME WITH MURRAY WALKER. Rather like the great man himself, the attention to detail goes on and on. All the official 2001 season Formula 1 tracks, drivers and cars as well as Murray Walker and Martin Brundle providing expert commentary. It's also available for PlayStation and remember if it gets too much, there's always the mute button.

www.uk.scee.com/f1

PlayStation 2
THE THIRD PLACE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